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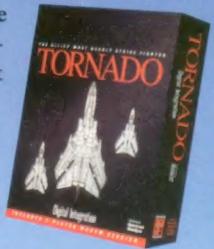
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FEATURES



ON THE COVER

From the pages of Raymond E. Feist's best-selling *Riftwar* novels comes the inspiration for the most astounding Fantasy Role-Playing game available. Terry Robinson's cover illustration is just a taste of what's in store for players of *Betrayal at Krondor*. See page 24.

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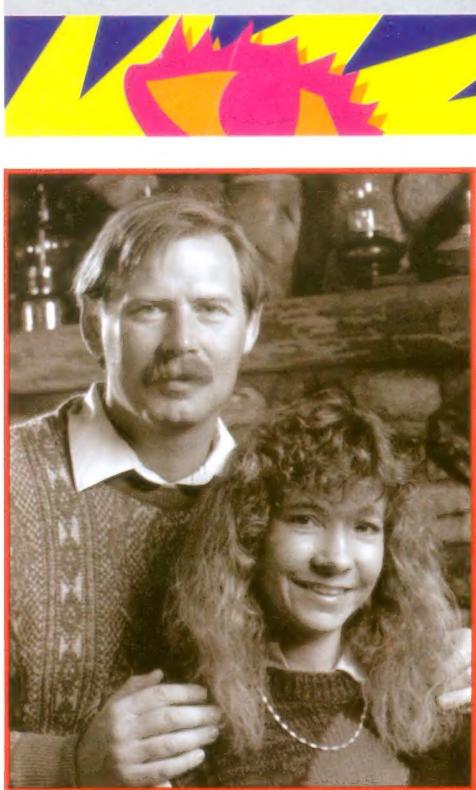
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THE INSIDE VIEW



Founders of Sierra On-Line and the graphic adventure game: Ken and Roberta Williams

Our company, Sierra On-Line, Inc., specializes in producing a type of game commonly known as "The Adventure Game." They include: *King's Quest*, *Space Quest*, *Police Quest*, and *Leisure Suit Larry*. This article is a look back at the history of the adventure game, an overview of some of the new directions we'll be taking adventure games this year, and then I'll be asking your help with defining the next generation of games.

History of the Adventure Game

You are standing at the end of a road before a small brick building. Around you is a forest. A small stream flows out of the building and down a gully.

>SOUTH

You have walked up a hill, still in the forest. The road slopes back down the other side of the hill. There is a building in the distance.

>GO BUILDING

You are inside a building, a well house for a large spring.

This is the beginning of the game that so captured my wife, Roberta, that she could not sleep for days while exploring the caves beneath the well. The year was 1979. I was programming an income tax program on a mainframe computer that was 3,000 miles from my Los Angeles home. To access the computer, I had a teletype machine. It was really just a

typewriter with a modem and a printer communicating at 110 BPS; but, it allowed me to get my work done. Although the teletype was at home solely for work, that didn't stop me from exploring the mainframe for anything else interesting to do.

I will always remember the thrill of discovery when I saw listed something called *Adventure* and typed it just to see what would happen. Back typed the computer, "You are standing . . ." Within minutes I was calling over Roberta to show her my discovery. No work got done that night.

I don't recall there being any directions to the game. It quickly became obvious that it wanted me to type one- or two-word sentences, usually a verb and a noun. When we encountered a bird, FEED BIRD became obvious. Encountering a stream, how could we resist to ENTER STREAM?

"...THE END." Uh oh! What now? Three weeks had passed in what seemed three minutes. I searched every directory on the mainframe computer for another similar game, but with no luck. I did find some background information on the game, though. It had been programmed by a couple of hackers named Crowther and Woods at MIT. Why the game was programmed and whether they would ever program another was—and continues to be—a mystery.

Roberta and I were not alone in our fascination with this new style of game. In Florida, Scott and Alexis Adams, another couple, had not only been consumed by *Adventure*, but decided to do something about it. They formed the company Adventure International with the goal of creating more adventure games.

Personal computers were just getting started. Most people think of the Apple II as the first personal computer, but, there were several other computers before the Apple. Radio Shack had a major success in 1979 with the TRS-80. At the time, personal computers didn't have floppy disk drives, so when Scott and Alexis set out to program their own games, they had to type the programs into the TRS-80's memory and then save them on an audio cassette tape. By late 1979, Scott had already programmed five new adventure games for the TRS-80.

All right!!! I borrowed a TRS-80 from work and Roberta and I started enjoying Scott's work. Scott really didn't change the style of game from what had been done in the original adventure. You still typed in

two-word sentences and the computer typed back your location. The plot had changed but the game was the same.

Roberta loved the games but wondered if they wouldn't be better if, instead of a textual description, there could be a picture. Instead of reading "You are standing in front of a house," why not just show a picture of the house? Anyone who knows Roberta will tell you that, once she sets her mind to something, it's sure to happen.

"Roberta loved the games but wondered if they wouldn't be better if, instead of a textual description, there could be a picture. Instead of reading "You are standing in front of a house," why not just show a picture of the house?"

The Apple II was starting to catch up to the TRS-80. I wanted my own personal computer to start programming a FORTRAN compiler. Roberta thought I should help her program her vision of an adventure game with graphics. Our gift to each other for Christmas 1979 was an Apple II computer. For only \$2,000, I was able to buy 64K of memory, a floppy disk drive which held almost 85K (!) of data and a monochrome monitor.

Roberta then bought me dinner at a local steak place and proceeded to describe her game idea. There would be a haunted house. You would be trapped overnight with seven other people, one of whom

would be a killer. Roberta wanted pictures of every room of the house and would write the story and draw the pictures, if I would write the program. As Roberta talked, she grew more and more excited. Her voice rose in volume. People around us in the restaurant started staring as she depicted for me how each of her characters would die. I was a bit embarrassed, but she caught my attention.

For a television show recently, I got to play a little of the game she described that night, *Mystery House*. The pictures are black-and-white outlines resembling the drawings a six-year-old child might make on a chalk board given only a few minutes while the teacher was out of the room. Game play was unchanged from the original *Adventure*; but, now you could see where you were. The picture even changed, based on what you typed. For instance, if you were looking at the front of the house and said OPEN DOOR, the picture would be completely redrawn with the front door now open. By typing GO DOOR, you would be trapped within the house and the fun would begin.



This is where the graphic adventure started and yes, these were considered sophisticated graphics.

Driving from store to store, Roberta and I sold *Mystery House* ourselves. We even called Scott Adams and started selling his games, too, as well as our own. Covering the West Coast was easy in those days. You could stop at every computer store west of the Rockies and only have to leave your car eight times.

I doubt Crowther and Woods ever realized that they were creating a whole industry. Another company was born out of MIT at the same time, Infocom. While Roberta and I were expanding the definition of an adventure game to include graphics, Infocom was working on improving how you communicated with the game. Instead of simple expressions like OPEN MAILBOX, you could suddenly type in more complex sentences, like OPEN THE MAILBOX AND LOOK INSIDE. TAKE EVERYTHING EXCEPT THE BLUE FEATHER. Infocom hit the big time with games like *Zork*, *Suspended*, and *Wish Bringer*. Thanks to their great game design, the intelligence of their text parser, and packaging innovation, they took the industry by storm. It is tough to believe now, but at one point in 1983, eight of the personal computer industry's

hottest selling games were all-text adventures by Infocom.

Adventure games had gone in two directions. Infocom had done so well with the all-text game that Scott Adams had not been able to compete and left the business. Gamers liked our graphics, but even we had to admit that Infocom had us beat in several areas. Our graphics used so much of the computer's memory that we simply could not do games with the kind of depth of Infocom's.

Then, IBM invented the PC jr. Infocom's success in 1983 and some dumb mistakes at our end (making video game cartridges) almost sent us the way of Scott and Alexis' company. Two things saved us. Infocom decided to enter the business software market with a database program called *Corner Stone*. They lost so much money on it that everyone I knew took to referring to it as *Tomb Stone*. Infocom and Sierra were in such deep financial trouble that both of our companies were for sale to just about anyone who could cover our debts. Infocom was sold to Activision, but never turned around their lost momentum and ultimately went bankrupt. We, on the other hand, received some very important visitors from Florida: IBM.

"We're coming out with a new computer," the group from IBM said. "It is being designed for the home and will have graphic and sound capabilities unheard of in this industry. We are looking for a game which will show the world how great this computer is and which will show off its new features at their best. We are willing to fund the development, feature the product in our television advertising, and pay royalties."

You can imagine how excited Roberta and I were. We were borrowing on our credit cards to make house payments, and here was a chance to create the next major evolution of gaming with IBM's money. The catch was that it really had to break new ground. IBM wanted something truly revolutionary.

Roberta and I disagree over who came up with the name *King's Quest*. However, there is no disagreement that everyone who saw her design was blown away. No one believed we could actually program her game. She was asking for a fully animated world with characters that could walk anywhere, even around trees; music (with multiple instruments) that would play at all times; and sound effects. IBM's new machine had a powerful 16-bit processor and an unheard of 256K of memory. We would be able to perform miracles.

Over a year later, *King's Quest* started selling and was immediately the industry's hottest game. No other game series has been as steadily successful as *King's Quest*—even now, almost ten years later. From 1984 through 1989, there were only

minor changes in the technology underlying adventure games. Graphics got better and the stories underlying the games improved dramatically. The musical scores also became a lot more professional. For *King's Quest IV*, Sierra even went to Hollywood to hire composer William Goldstein to perform the score. Many players reported being brought to tears by Bill's soundtrack during King Graham's collapse at the opening of the game.

In 1989, ten years after playing *Adventure*, Roberta decided it was time to switch how one communicates with an adventure game. Too frequently players were wasting time trying to figure out what we called something rather than just enjoying the game. If there was a trunk in a room, we would try to recognize a player typing in LOOK IN THE TRUNK, OPEN CHEST, OPEN CASE, etc. But, invariably

"Roberta wanted to find a way to make the players feel more a part of the story by allowing them to manipulate objects in the world directly. In real life, if you want to open a chest, you just reach over and open it. That became her goal."

someone would become frustrated because the computer couldn't understand something they felt was completely rational, like LIFT THE LID OF THE BOX. Roberta wanted to find a way to make the players feel more a part of the story by allowing them to manipulate objects in the world *directly*. In real life, if you want to open a chest, you just reach over and open it. That became her goal. *King's Quest V*, released in 1990, was the first to show off the no-typing interface and became Sierra's first game to sell a half-million copies.

The first-ever true multimedia game to be shipped on CD-ROM was Sierra's

(Continued on page 10)

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OMNI Magazine, May, 1993

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Strategy Plus, May, 1993

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Alan Emrich, Computer Gaming World, November, 1992

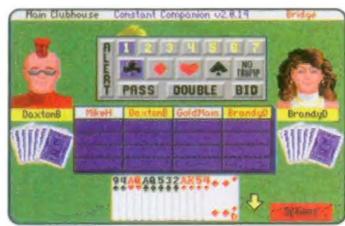
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adventure game *Mixed-Up Mother Goose*. We started development in 1988 but didn't ship until 1990. It is much trickier to develop for CD than we had thought it would be. Although you have 600 megabytes of data storage, many CD-ROM drives are as slow as a floppy disk drive. Our toughest challenge was the slow seek time of CD-ROM drives. When we wanted a character to speak, there would be an unpredictable delay of one-third to a full second while the CD-ROM "seeked" for the speech data. Our other big problem was trying to synchronize the lips of our animated characters with the speech coming off the CD. There was no way I wanted our products to ship looking like poorly dubbed movies. We even hired a top Hollywood animator in the hopes that we could solve this problem.

"Mystery House was designed, written, and illustrated by Roberta, while I programmed it in the evenings. In all, it took about three months. On the other hand, King's Quest VI CD lists around 50 names in the credits, some whom have spent the last two years on King's Quest VI."

Finally, in 1992 I solved the problem by the only other means left to me. A small Seattle-based educational software company named Bright Star had spent nearly a decade wrestling with lip synching. Their chief techie, Elon Gasper, a genius ex-college professor specializing in linguistics, was building an early-reading product called *Alphabet Blocks*. It featured a talking monkey, *Bananas*, and a jack-in-the-box named *Jack*. They look incredibly life-like when they talk. Elon's studies had demonstrated the increased comprehension that comes from watching someone's lips while they talk (rather than just listening), and wanted to create a program that would both *show* and *tell*

children the correct pronunciation for a word. It took me about five seconds to decide to merge our companies.

You may wonder why something as seemingly unimportant as the lips of a video game character so consumed me. My goal for the adventure game is simple: *To make you forget that you are playing a game*. Any detail, no matter how small, that makes you remember that you are playing a game is unacceptable. I want the game to feel so real that you begin to believe that you really are the character in the story. Randomly flapping lips and poorly acted voices detract from the experience.

Producing CD-ROM-based adventure games turned out to be a bigger project than we ever expected. *Mystery House* was designed, written, and illustrated by Roberta, while I programmed it in the evenings. In all, it took about three months. On the other hand, *King's Quest VI* CD lists around 50 names in the credits, some of whom have spent the last two years on *King's Quest VI*.

To do the voices for *King's Quest VI* CD, we went to Hollywood and used professional voice talent, like Robby Benson, to do the voice of Prince Alexander. Robby was the voice of Beast in Disney's *Beauty and the Beast*. The voice actors were shocked; an average film script contains only 100 pages of double-spaced dialog. Since there isn't really one set plot, our adventure game script consumed over 700 pages. It became a major project just to calm the angry actors down. How, they asked, could it be that their character would fall off a cliff in one scene and be back happily walking along the path for the very next line of dialog?

Since our very first adventure, we have continually worked to improve the graphics in our games. Hardware has advanced from black-and-white, to 4-color CGA, to 16 color EGA, to the current 256 color VGA. As the number of colors, screen resolution, processor speed, and system memory all increase, so does the effort required to create state-of-the-art game graphics. There is more graphic data in the CD-ROM version of *King's Quest VI* than in all the prior *King's Quest* games put together, including the CD version of *King's Quest V* and the floppy version of *King's Quest VI*. *King's Quest VI* CD is our first game to use high resolution graphics for the user interface and for the character close-ups. Combined with Bright Star's lip synching technology and the professional actor's voices, high resolution really brings the characters to life.

High resolution is featured in several of the games that are currently under development. But there are many other ways besides increased resolution to improve an adventure game. We've developed other technologic innovations which will be coming this Christmas, such



Find out more about King's Quest VI CD and its revolutionary technology on page 35.

as: dynamic light sourcing when characters carry around lamps, dynamic shadows when characters walk, translucent surfaces for haze or fog, larger faster animations and even the ability to view the same scene from multiple perspectives.

I wish every one of you had a super-fast 486 with lots of memory, a double-speed CD-ROM drive and a local-bus video card. It would be a lot easier to deliver all kinds of stunning effects. But, I don't expect you to upgrade your computer each time a hot new game comes along. Our new adventures have code which allows them to analyze your machine and adjust the graphics to get the most out of your hardware. Even so, as we design games with CD in mind, minimum hardware requirements will continue to increase. Starting with this fall's releases, most of our new games will require a minimum 386 system with 2 megabytes of memory and a VGA display. Some games, like the newest *Leisure-Suit Larry* game and *Phantasmagoria*, will require a CD-ROM drive.

We have some other technology in the works. We are working on ways to deliver VCR quality graphics, with high resolution, millions of colors and smooth animation. We're also working on advanced voice recognition (so you can tell the character what do, instead of having to point and click), integrating the 3-D graphics engines used by Dynamix, in their games, and taking our sound another leap forward. I want to eliminate the artificial barriers between you, the characters, and the story, and make you an integral part of the adventure.

Another unusual thing we're doing with adventure games is to work with famous people. My decision to publish Daryl F. Gates, former Chief of Police for Los Angeles, has created a fair amount of controversy. Chief Gates collected an extreme amount of negative publicity, primarily as a result of the Rodney King incident and subsequent related riots around the country. My guess is that I will still receive angry letters over this decision many years from now.

The reason that I'm working with Chief Gates is that one of my goals has been to create a series of adventure games which accomplish reality through having been written by real experts. I have been calling this series of games the "Reality Role-

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INFOCOM SCREENPLAY BY MICHELE EM BASED ON A DESIGN BY DOUG BARNETT DIRECTED BY PETER SPRAGUE ACTIVISION

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Find out more about Police Quest IV and "Reality Role-Playing" on page 28.

Playing" series. I wanted to find the top cop, lawyer, airline pilot, fireman, race car driver, politician, military hero, school teacher, white water rafter, mountain climber, etc., and have them work with us on a simulation of their world. Chief Gates gives us the cop game. We are working with Emerson Fittipaldi to simulate racing, and expect to announce soon that Vincent Bugliosi, the lawyer who locked up Charles Manson, will be working with us to do a courtroom simulation. My goal is that products in the Reality Role-Playing series will be viewed as serious simulations of real world events, not as games. If we do our jobs right, this will be the closest most of us will ever get to seeing the world through these people's eyes.

We're also expanding the definition of adventure games by using them as educational simulations. Most people

"I think a multi-player adventure game is the next major step. Imagine a version of Police Quest, looking like it does now, except that your partner in the patrol car and the people on the street around you are real people. I think this would be cool."

Lost Secrets of the Rainforest and Pepper's Adventures in Time. EcoQuest is fairly easy to play and a real blast. I played all the way through with our son Chris.

Now what I'm spending most of my days thinking about is the next generation of adventure games. This is where I'd like your help. Sierra has an on-line gaming network, TSN. I'm trying to figure out what a multi-player adventure game could look like.

The reason I am so excited about the idea of a multi-player adventure game goes back to what I said about wanting you to believe you are really in the game. We do our best to put artificial intelligence into our games for each of the characters. Still, it's quickly obvious, when you're playing one of our games, that most of the games' responses were programmed in. In other words, I'd like it if the characters that you encounter in our games could be just as unpredictable as the characters we meet in real life. To me, a perfect game would be one in which you could actually make friends with some character you meet.

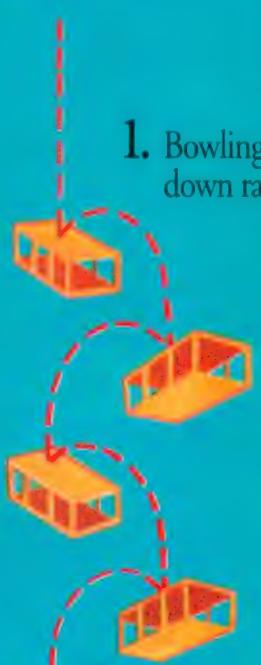
I think a multi-player adventure game is the next major step. Imagine a version of *Police Quest*, looking like it does now, except that your partner in the patrol car and the people on the street around you are real people. I think this would be cool.

For three months Roberta, Chris, and I have been arguing over how this would

don't realize that some of the best adventure games we've ever done are hiding over on the educational shelf at their favorite software store; *EcoQuest*,

How to STOP playing The

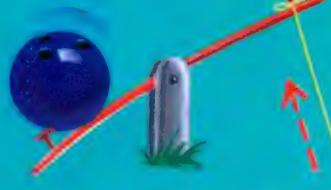
1. Bowling ball falls down ramps.



6. Dynamite explodes, pushing pail off ledge.



2. Bowling ball tips see-saw, pulling string.



4. Light shines through the magnifying glass, lighting rocket.



3. String pulls switch, turning on light bulb.

5. Rocket lights fuse, exploding dynamite.

7. Pail pulls string, shooting gun.

Puzzle Game
of the Year
Computer Game Review

8. Bullet bursts balloon.



9. Bucket falls on hamster cage, making hamster run.

work. The problem is that most adventure games have some central quest story. Generally speaking, once you've solved the quest the game is over. You are there as the central character and all of the other characters are there primarily to help move you towards completing your quest (or to get in your way).

A multi-player adventure game would be a completely different animal. If 500 people were playing multi-player *King's Quest* at the same time, would there have to be 500 separate quests? There are also problems having to do with the fact that people aren't always connected to the network. If my goal is to save you from an evil wizard, what do I do if neither you nor the evil wizard happen to sign on?

Here's the thoughts we've had so far. What if we create a world that just contains nothing but forest as far as you can see? When you enter the game you can do things like explore, or even build yourself a house. There'll be stores where you can buy supplies. Soon, cities will form. People may want to build walls around their cities. Cities may want to bargain with each other for food. Or, for protection against common enemies. There needs to be some sense of purpose to the game. What if after some amount of time, in the land, the game "promotes" you to some status where your goals

become to create the problems which affect the city, such as plagues, war, rampaging dragons, etc. In other words, some of the players are solving quests while others are creating them. Sooner or later it becomes your turn to complicate the lives of others.

Those are only my preliminary thoughts, but I'd like to hear yours. Don't expect any compensation beyond knowing that you're helping to pioneer an industry, which is still rapidly emerging. Also, I doubt I'll be able to respond to everybody personally. There really are a lot more of you than me. I will study all of your thoughts and try to publish some of the more creative ideas.

Here is what I'm trying to figure out:

- What do you do while playing?
What are you trying to accomplish?
- Do you play in teams or alone?
- How do I make the game so it takes years to play?
- How do I get people to stay in character? If we're doing multi-player *King's Quest*, how do I keep people from talking about outer space?
- How do you earn money to buy things?

Write to me at: Ken Williams
Multi-player Adventure
Sierra On-Line, Inc.
P.O. Box 485
Coarsegold, CA 93614

Thanks!



Ken Williams
President, Sierra On-Line, Inc.

(Editor's note: Chris Williams demanded that the following P.S. be added)

P.S. In my dad's article he said that the story idea, for a multiplayer adventure game, was by all of us, what he wrote was really his idea. Here's mine:

Basically you are a peasant that wants to become the highest rank that there is. You don't even want to stop at KING! So you're fighting your way up by either battling someone above you, or by going on a mini (as in two room) adventure. The first one is obvious, the second is to where you have to get a magic bottle, for instance. So first you have to beat a dragon that's guarding a bottle. Then you have to get the bottle and deliver it. There are other things you can do, if you're a king you can invade another kingdom, etc. That's it, or at least in short form. 

Incredible Machine™ (in 14 easy steps).

12. Balloon turns on motor switch.



13. Motor starts fan, pushing tennis ball off ledge.



10. Jack-in-the-box pops up, hitting scissors.



11. Scissors cut balloon string.

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Getting people to play *The Incredible Machine* isn't hard. Getting them to stop is! Combine ingenuity and obsession in this incredible workshop for your computer. Try solving over 85 puzzles by creating convoluted contraptions (like the one in this picture), using pulleys, bowling balls, hamsters, monkeys, candles, balloons, and a whole assortment of bizarre machine parts. *The Incredible Machine* features timed play, and a free form mode that lets you stretch your inventive mind to the limit. Pick it up at a software dealer near you.

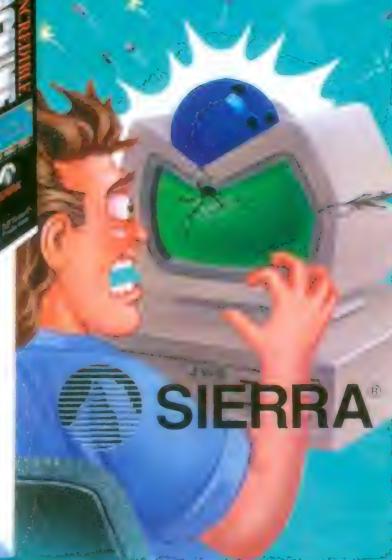
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14. Tennis ball trips see-saw, sending bowling ball crashing onto your computer.



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New from Sierra, Dynamix, Bright Star and Coktel Vision

Check out these projects being worked on at Sierra On-Line, Dynamix, Bright Star Technologies and Coktel Vision. Please note, these are works in progress and won't be available for purchase until their actual release date.



Aces Over Europe

This simulation of W.W.II tactical air combat in the European Theater of Operations represents major technical achievements, bringing you even more realistic, heart-pounding combat. Go on all-new missions such as train-busting and tank-busting, and engage in the most evenly-matched and challenging dogfights ever! Look for this one soon.

Front Page Sports: Football Pro

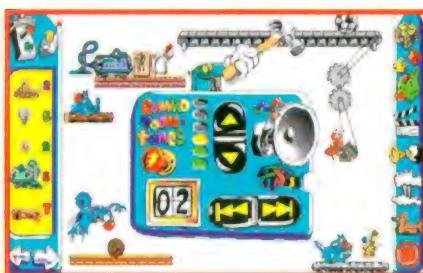
The best football simulation just went pro. You'll play with all NFL rosters, strategize new coaching profiles, and view the action from ten angles. You can replay new helmet crunching animations and print play books of successful strategies. You can even engage in TSN modem play. There's an all new artificial intelligence. Coming this fall.

Take-a-Break! Pinball

This sweet little program for Windows got an overwhelmingly excellent response at the Consumer Electronics Show in Vegas earlier this year. There are eight games featuring animated playing surfaces, digitized speech, and enough flashing lights, bumpers, and wild sound effects to make you feel like you're at a real pinball machine. Coming soon.

Sid & Al's Incredible Toons

If you loved *The Incredible Machine*, wait until you get a load of *Incredible Toons*.



Incredible Toons, you can actually build cartoons.

Using a wild animated interface, you'll build mini-cartoons featuring the hilarious duo of Al E. Cat and Sid Mouse. You'd better leave your school books behind, because in this game, 'toon physics reigns supreme.

Betrayal at Krondor

This epic fantasy based on Raymond E. Feist's bestselling *Riftwar Saga* is one of the largest, most detailed FRP's ever. With extensive conversation, strategic and tactical elements, *Krondor* isn't just another monster-bashing fest. The interface is powerful, yet simple to use, allowing you to interact fully with the rich game world. Shipping now!



Outpost

Sierra takes an all-new direction with this stunning game of colonization and exploration in the far reaches of space. Beautiful, hi-res graphics and an interface that simulates virtual reality will make you feel like you're right there in the starship. The fate of mankind rests on your shoulders, and strategy is the key to your success. Windows only.

Leisure Suit Larry 6: Shape Up or Slip Out

This fifth sequel in the best-selling *Leisure Suit Larry* series is the most outrageous yet. When Larry gets chosen as a contestant on a dating game show, he naturally loses big-time. The consolation prize is two weeks at the La Costa Lotta health spa, where Larry tries to get in shape...and meets more beautiful women than he could possibly imagine!

Police Quest 4

In the latest installment of the best-selling *Police Quest* series, you'll play a Major Crimes detective in modern-day L.A. The story of this latest ultra-realistic game revolves around a series of random and utterly twisted murders. Investigate in Sierra's first totally photo-realistic game environment. Authored by former LAPD chief Daryl F. Gates.

Quest for Glory IV: Shadows of Darkness

In the latest chapter in the award-winning *Quest for Glory* series, your Hero has entered a world of horror and mystery. Only you can save a helpless town from encroaching evil. Designers Lori and Corey Cole wouldn't want you to get too scared,

so they've added their own brand of humor to the mix. Featuring an all-new, easier-to-use combat system!



Import your Hero or start fresh in Quest for Glory IV.

King's Quest VI CD

The most beloved epic adventure in Sierra's history features the voices of many famous performers, including Robby Benson as the voice of Prince Alexander. The talking characters are all fully lip-synched. The portrait talkers, icon bar, and cursors are all high-res in Windows. This game will include a never-before-seen video, "The Making of King's Quest VI", as well as other surprises. Coming very soon!

The Shadow of Yserbius

Enter the volcano and challenge yourself to the adventure of a lifetime. This fantasy role-playing game allows you to be the bold adventurer of your dreams. Buy equipment at the guild hall, "hang out" at the Tavern, and then enter the multi-level dungeon where untold treasures—and dreadful dangers await you. See the related article in this issue.

Slater and Charlie Go Camping

Sierra's entry into the Living Story Book category is a sure winner. Kids will love the charming dinosaur characters of Slater and Charlie. The text is read aloud to the child, highlighting each word of text as it is spoken. Kids interact with the story, making new sentences and triggering hilarious and charming animation. Now Available.

Phantasmagoria

Roberta Williams is now creating Sierra's first CD-only adventure game, and it's a knockout. As writer Adrienne Delaney, you must discover the dark secrets of the old New England home you've just moved into. What are all those scary noises in the night? Why is your husband acting so...strangely? When you see the 3-D rendered graphics and stunning special effects, you will believe in ghosts!

Inca 2

This follow-up to *Inca* is a mythical and technological journey into the unknown. Travel with Atahualpa, El Dorado's young son, through four different cultural worlds on a quest to save the Empire from a mysterious and powerful asteroid. You'll have to attain the strength and the wisdom of each "quarter" of the Empire, or all will be lost. Coming soon.



In Goblin 3, you go it alone as Blount.

Goblin 3

Goblin 3 is Blount, a journalist for the "Goblins News", in this hilarious sequel to *Goblins 2*. Queen Xina and King Bodd's kingdoms have been fighting over the Jewel of the World for generations. Blount investigates, and discovers he is the hero who must find the jewel. No problem. When the going gets tough, Blount changes into something else!

Bright Star

A.J.'s World of Discovery

This unique learning program familiarizes young children with the computer, and teaches important skill sets. With the guidance of A.J., a friendly on-screen tutor that talks, children engage in thirty fun activities that introduce them to math and language fundamentals, as well as the logic and problem-solving skills that will be so important to them in the future.

Yobi's Magic Spelling Tricks

Yobi, a delightful talking tutor, sends children on an exciting trip up the Spelling River to save lost tribes and helpless animals. Kids must stop along the way to solve fun maze puzzles, where they will learn the 101 words most commonly misspelled by students between the ages of 7 and 10. So much fun, it doesn't seem like learning!

Ready, Set, Read with Bananas and Jack

Young children between the ages of 4 and 7 will learn early reading skills with the help of Bananas the chimpanzee and Jack the friendly jack-in-the-box. These charming talking tutors will encourage and guide the child through six entertaining reading lessons. Even the youngest children can learn to play independently with the help of their on-screen friends.



Use your PC to learn Japanese and Spanish more efficiently and thoroughly.

Berlitz: Japanese Alive! & Spanish Alive!

These exciting adult learning programs will introduce you to the language, culture, and geography of different countries. Make your business and pleasure trips abroad more satisfying and productive with these comprehensive products. You'll even learn the customs of each country, so you'll know just what to do. Due out in Fall '93.

Mega Math

Toss those boring flash cards! Mega Math makes the memorization of math facts fun. Using video game-like techniques, this product teaches kids ages 6-12 what they need to know to succeed in math. Talking tutor Dr. Krista helps kids through the exciting game/learning activities. Outrageous animation makes kids want to play for hours.



Gabriel Knight: Sins of the Fathers

Sierra takes adventure gaming in a new direction in this game of psychological suspense. Gabriel Knight is a man adrift, a horror story writer who finds himself doubling as a supernatural investigator. As he investigates mysterious happenings in his native New Orleans, he discovers that the heart of the problem may lie within his own bloodline. Can a man be held responsible for the crimes of his ancestors? The dead don't care who pays for the Sins of the Fathers, as long as someone pays in blood.

The Neo-Gothic style of this game, combined with authentic New Orleans settings, blends fantasy and reality into a gritty place somewhere in between, where Gabriel must fight for his very soul. A unique icon bar features more and better icons for more sophisticated game play. An "interrogate" option allows you to search for the truth as you question the strange inhabitants of Gabriel Knight's world. Come, join us in New Orleans for the first chapter in an exciting new series. Live the life of the Shadow Hunter, if you dare. Coming October 1993.



A nightmare sequence is your introduction to this Neo-Gothic mystery.



Stunning "graphic novel" art highlights this thriller.



An advanced icon-bar makes Gabriel Knight a master-level adventure.



Voodoo, murder, and dark secrets of the past await you in Gabriel Knight.

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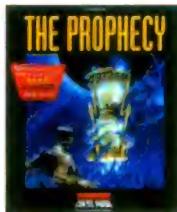
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INQUISITION 2000

Editor's Note: Chris is Roberta and Ken Williams' 14 year old son. He wants to be involved in the computer entertainment industry someday and volunteered to lend a teenager's slant to the pages of this magazine.

By Chris Williams

Howdy! Name's Chris and I'm here to tell y'all 'bout Freddy. Back in 1888 there was a small town called Coarsegold (at least I think it's Coarsegold) with a pharmacist. Thangs kept goin' bad so Freddy fixed 'em (dat is if you play the game good). Sorry--couldn't resist talking like that.

Freddy Pharkas Frontier Pharmacist is... well silly. Of course when it comes to Al and Josh that's bound to happen. But of course you haven't met them. (From now

on whenever you hear the name Josh Mandel or Al Lowe the first word that should pop into your head should be NUTS!!) What makes it funny? The things that you're up against mainly. For instance in the first act Penelope needs a prescription because she has the vapors. You should be able to tell what vapors is (hint: it smells bad). Yes, that is a stupid joke but it's still funny.

*"...whenever you hear the name
Josh Mandel or Al Lowe the first word
that should pop into your head should
be NUTS!!"*

The real story to *Freddy Pharkas* is that a villain is trying to make Coarsegold into a ghost town and has done very good. Freddy won't let this happen, of course, but to do so he has to become a gunslinger. He was a gunslinger when he was young, but his ear was shot off by Kenny "The Kid" (Williams). After that he gave up gunslinging and he doesn't want his girl, Penelope, to know about any of

that. Of course you find out all of this in *The Ballad of Freddy Pharkas*™.

I have to admit that I cheated when playing *Freddy Pharkas*. I got all the answers before I played it. Even though this game is more fun than most, its puzzles are just as difficult. I'm not going to tell you anymore than this, so you'll have to find it out yourself. Therefore you had better play it!! As for *Phantasmagoria* it's not coming out until Spring of next year. *Phantasmagoria*, if you don't know, is my mom's newest game, and is a CD-only horror game.

Well I'm finished, so bye all



Find out more about Kenny "The Kid" on page 20.

What Do PC Jet Jockeys Want?

**Hair-Raising Sorties
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NEWS NOTES

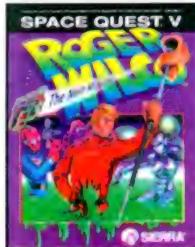
Sierra's Headquarters Moves to Seattle

The corporate offices of Sierra On-Line, located for over a decade in the quiet foothills outside Yosemite National Park, will relocate to Seattle over the next year. While up to 80 people will make the move to the Northwest, the game development staff and The Sierra Network (TSN) will remain in the present headquarters near Coarsegold, CA.

Ken and Roberta Williams, along with Executive Vice President Dick Gelhaus, will be the first people from Sierra to make the Seattle move, followed by the staffs of finance, accounting, customer service, purchasing, research, marketing, and *InterAction* magazine.

The move, according to Ken, will allow him and the corporate staff of Sierra On-Line, Inc. to concentrate on the rapidly expanding interactive entertainment industry in an area that is already noted for its high-tech development. Microsoft and Nintendo are probably the most notable companies who call this area home.

Sierra will continue to produce most of its adventure games in the foothills of the Sierra Nevada mountains. Dynamix will continue to operate from its headquarters in Eugene, OR, and Bright Star Technology will maintain its present offices in Bellevue, WA, near the new Sierra corporate headquarters.



Space Quest V Awarded Best Game of 1993

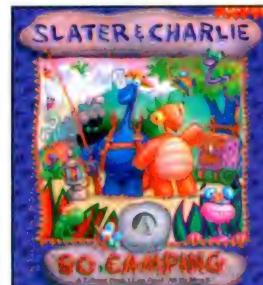
Roger Wilco in the Next Mutation was awarded the Golden Triad Award for best game of 1993 by *Computer Game Review*.

In this hilarious new adventure, you'll join Roger Wilco, the universe's favorite janitor, as he commands his own starship, complete with an intergalactic gang of misfit shipmates. You'll also help him save the universe from a mutant menace, thwart his nemesis Captain Quirk, and woo the woman of his dreams.



Canadian Gamers Need a Hint!

In the past it was impossible for Sierra to set up a 900 hint line in Canada because phone line technology was unreliable. Recently, however, advances in technology and reliability make it, at least, possible for Sierra to currently research whether a Canadian 900 hint line is financially feasible. If it is, Canadian customers can expect access to our 900 service later this year. We'll give you an update in a future *InterAction* issue. Until then, Canadian customers might keep their fingers crossed.



Another Star Takes to the Sierra Screen

Ashley Peldon has become the latest actor to make her computer debut on

a Sierra game. Ashley, who was featured in the films *Deceived* and *Drop Dead Fred* as well as many television programs, is the narrator of *Slater and Charlie Go Camping*. The game is actually an interactive children's book, created by Emmy Award-winning designer/director Bill Davis.

In *Slater and Charlie Go Camping*, Ashley reads the lines to each "page" of the story. Children can also click on individual words to hear them pronounced or to create their own sentences. Unlike most talking children's programs,

this one is also available in a disk version that doesn't require a CD-ROM.

Ashley joins Robby Benson (*King's Quest VI*) and Gary Owens (*Space Quest IV*) in the growing ranks of Hollywood stars taking roles in Sierra games.

TSN Bridge Featured in *The New York Times*

Alan Truscott, the celebrated author of *The New York Times*'s Bridge column, played the game on The Sierra Network and diagramed the bid for his readers. The title of the column was "Computer Reviving The Home Game".

"Playing on [TSN] is less impersonal than it sounds," the column stated. "From a list of those available, designated by first names or code names, you invite three others to play. Each player designs a face that may or may not be an accurate portrait of themselves, which shows on your computer screen. It is easy to discuss bidding methods, conduct a post-mortem, or simply chat."

The article ran in *The Sunday New York Times* in May, and concluded with an anecdote that points up one of TSN's more unique features. Since your Bridge partners can be half a block or half a continent away on the network, it's easy to come up with excuses for bad moves. The column quoted one participant's explanation for a disastrous two-heart bid:

"I was distracted. You see, there was this loud CRASH outside. Then all these little green men were running around..."



Even *The New York Times* gets a bang out of Bridge on TSN.

Sierra Contest Winners

Win a \$1,000 Shopping Spree Winners

From our Fall '92 issue of *InterAction Magazine*, third prize winners receive ten Sierra or Dynamix games of their choice. These are:

Raymond Soderlund (J&R Computer World, 15 Park Row, Manhattan, NY)

Steven Dersom (Computer Success, Columbus, OH)

Jerry Kersey (Walden Software, 5488 S. Padre Island Dr., Corpus Christi, TX)

Carlos Ratto (Babbage's, Tucson Mall, Tucson, AZ)

Joel Pargman (Software, Etc., Kitsap Mall, Silverdale, WA)

Second prize winners receive ten Sierra or Dynamix games of their choice and a Thunder Board sound card. These are:

Benny Meshoulam (Egghead Software, 1000 Mass. Ave., Cambridge, MA)

Hilde Johnson (CompUSA, Miami, FL)

Robin Swope (Electronics Boutique, Nanuet Mall, Nanuet, NY)

First prize winners receive a \$1,000

shopping spree at the dealer described in their entry. These are:

Patrick Buechner (Electronics Boutique, Pentagon City, Arlington, VA)

Christine Godlevsky (Egghead Software, 388 Tarrytown Rd., White Plains, NY)

Though all our entries were very good, Patrick's was our favorite. We liked it so much, we decided to reprint it. (See Below)

Take-A-Break! Crossword Winners

From our last issue of *InterAction Magazine*, these winners receive one Sierra game of their choice. Congratulations to:

Greg Wilcox
Dayton, Ohio

Jon Butler
Sacramento, California

Lisa Titus
Bloomfield Hills, Michigan

Lisa Bergers
Grand Rapids, Michigan

Kay Soukup
Redmond, Washington

Ruth Archer

Fresno, California

Thelma Morea
Green Cove Springs, Florida

Pearl Clark
Cedar Park, Texas

Tomoko Kawanaka
Palatine, Illinois

Kari Northup
Bedford, Texas

Warranty Card Winners

When you send in your warranty card, you automatically enter this contest. Four times a year, we randomly select five winners who receive free the complete Sierra, Coktel, Dynamix, and Bright Star game library for their machine. The winners are:

Adam Gross
Bethel, Alaska

Pamela Monson
Napa, California

Margaret Rail
Spokane, Washington

Henrietta Rodriguez
Centereach, New York

David Weiner
Los Angeles, California

Top Ten Reasons Why My Sierra/Dynamix Dealer is one of the Top Ten Best in the World

10. Sales staff pretend not to recognize voice when calling for the 20th time that week to find out if the latest Sierra/Dynamix game has arrived.
9. Close proximity to Pentagon means military personnel have easy access to skill enhancing, coordination honing Dynamix simulations.
8. Absolutely NO subliminal advertising messages in store music system.
7. Sales staff willing to distract spouses while husbands/wives make Sierra/Dynamix game purchases.
6. Coffee (whole bean and ground), filters, mugs, and

machines available at shop next door for brewing those all-nite-gaming beverages.

5. Cartridge games kept out of the way on the "other side" of the store.
4. Officials of governments in exile, former Eastern-bloc spies, and members of past presidential administrations all welcomed.
3. Sierra/Dynamix games displayed in mystical pyramid formations to channel the powers of nature.
2. Manager reported to be Ken Williams' evil twin.
1. Every day is "Larry Day."

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Hi! We're Bill (M.I.T. '74) and Mary (R.P.I. '74, '75) Pride. We've been reviewing educational products for years. Now we've finished our biggest book ever—*Prides' Guide to Educational Software*.

Naturally, we think *Prides' Guide* is a pretty good book that every computer-lovin' family should own. But don't just take our word for it! Listen to what one of *PC Magazine's* internationally respected columnists has to say:

If you have children, rush to the phone and order a copy of the comprehensive 607-page *Prides' Guide to Educational Software*. There is nothing like it. Killer book. Definitive. Highest recommendation. Five stars.

(5/11/93 issue, page 95)

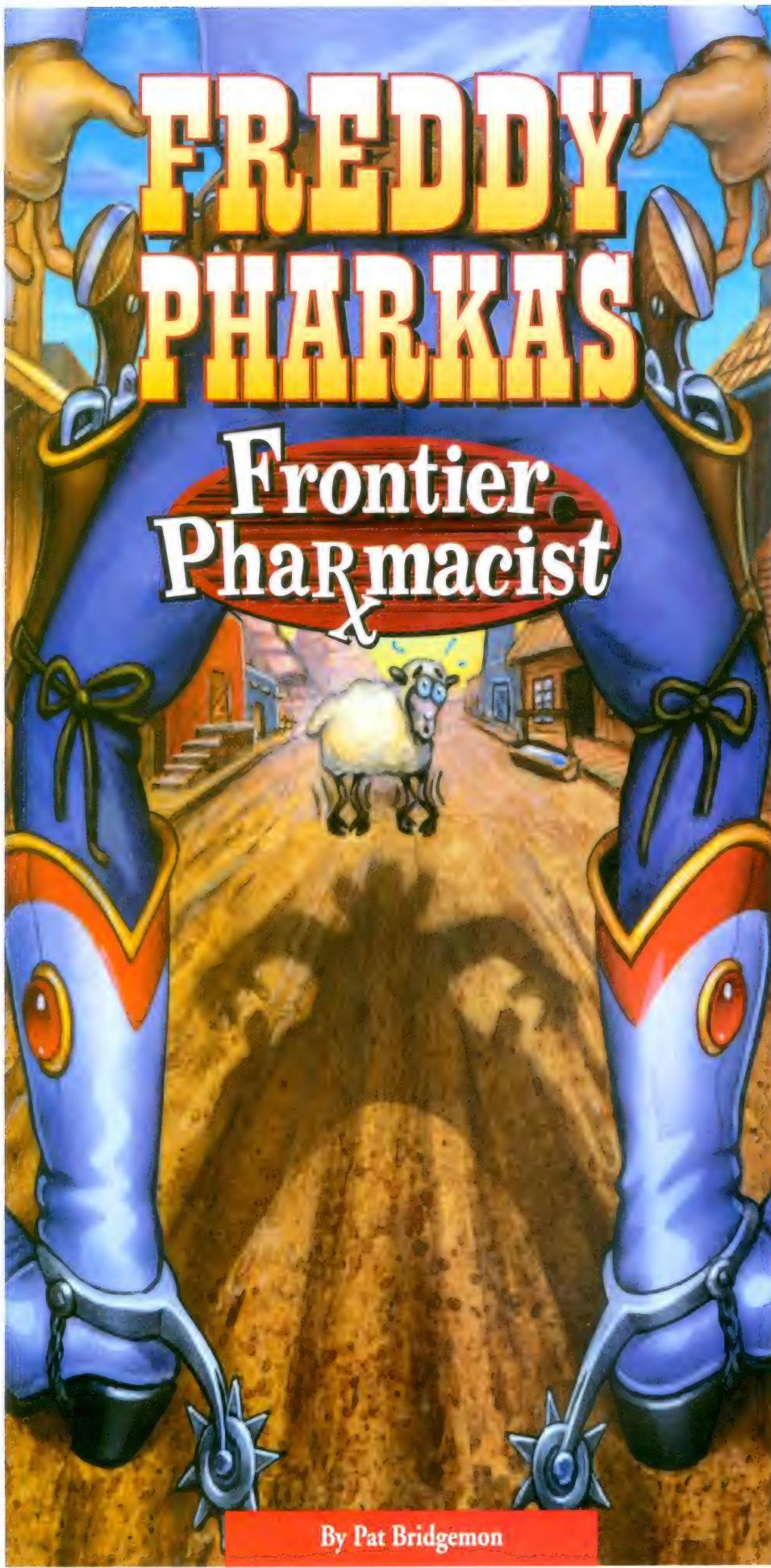
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By Pat Bridgeman

Everybody Should
Find Something to
laugh hard at in
Freddy Pharkas,
Frontier Pharmacist



“And, if you don’t, I’ll personally seek vengeance!”

—Freddy Pharkas’ writer and director,
Josh Mandel

When you start playing this hilarious spoof of the Western genre, you’ll get hooked right away because it’s what you love in a Sierra adventure. *Freddy Pharkas* is clever, bawdy, and full of jokes. It follows a standard Sierra principle: when you’re nice to others and give them something (especially something you sweat a bit to get), you’re rewarded. It also has some darn tough puzzles in it.

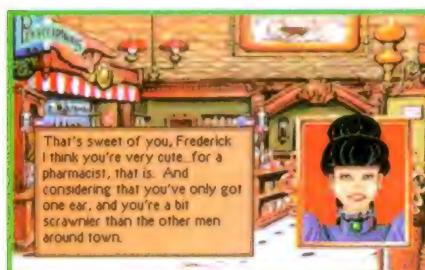
Designer Al Lowe: “Our goal was to make this game more on the challenging side. We were sensitive to the fact that some of our players feel our games have been getting easy, maybe too easy. As a result, *Freddy Pharkas* turned out pretty good. You’ll find nothing is wasted, either. The story’s just right and plenty long, too. It took most of our beta testers a week or more to complete.” (*Freddy Pharkas* takes up almost 11 megs on your hard drive.)



Even sheep work overtime at Madame Ovary's

All of the hints are within the text of the game, but you may have to do a little digging for the clues (or call our 900 hint line or get the *Freddy Pharkas* hint book). You'll only progress by paying attention, looking at everything, and talking to everyone. If you don't, you die.

You'll begin by filling prescriptions, then work up from there. As the puzzles get progressively harder, you'll have to figure out such things as: how to stop (or is it stomp?) a stampeding herd of snails, how to clean up the town's drinking water, and how to rid Coarsegold of some ruthless gunslingers without getting your



Penelope Primm, the schoolmarm, has a crush on you.

head blown off. As you solve each puzzle, you'll start to see the bigger picture and learn who is trying to destroy Coarsegold and why.

There are a lot of jokes in *Freddy Pharkas*. Some of them are corny, but most will make you laugh or, at least, smile. For example, a couple of the books in Freddy's pharmacy are *Diabetics* by O. Mom Hubbard and Gail Sheewhiz's *Nasal Passages*. One of the epitaphs at Reboot Hill reads "Here lies Les Moanly. He died with his shrink-wrap on."

You'll meet a colorful cast of original characters. You'll fill the prescription of the town's social director, Madame Ovary,



You'll face some of the meanest, baddest gunslingers around.

in more ways than one. You'll catch Wheaton "Aces" Hall, a slick riverboat gambler, cheating at cards. You'll make friends with Srin, who becomes your faithful sidekick from India. You'll also try to become romantically involved with Penelope Primm, the town's schoolmarm. Be sure to listen to what these characters have to say. If you do things right, they'll give you a lot of free hints.

What's new in *Freddy Pharkas*

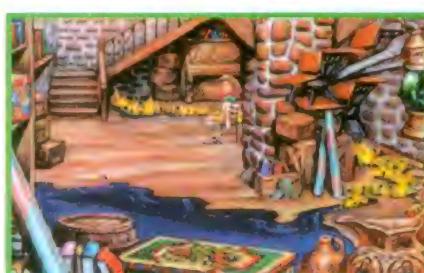
To make Freddy's cartoon world as much fun as possible, the teams' artists created many special effects. For example, the main street of town is an incredible



Can you save your other ear in the showdown with Kenny the Kid?

scrolling background eight screens long (the largest ever in a Sierra game). You'll see sepia-toned paintings come to life, and dozens of other animated surprises. In *Freddy Pharkas*, you can go anywhere day or night.

The teams' programmers also added innovation. For *The Ballad of Freddy Pharkas*, they created Sierra's bouncing ball technology. For action scenes, they created the Rewind-O-Matic, which allows you to rewind the game as if it were a movie. For example, suppose you're shooting it out with Wheaton



Things can get a little hot when you're tied up in a basement full of kerosene.

"Aces" Hall, but not doing very well. Just hit the Rewind-O-Matic button to back up the scene and try a different strategy. *Freddy* is the first Sierra adventure game you can install in Windows™ and comes with a funny installation program. You'll swear it has eyes in the back of its head.

You don't need a sound card to enjoy *Freddy Pharkas*

However, if you're looking for a way to justify one in your budget, *Freddy*'s a darn



Your faithful sidekick from India is always ready to help you with your quest.

good excuse. With over 5 megs of digitized sound, speech samples, and music, you'll hear stuff that's normally available only on CD-ROM. For example, at one point in the game someone throws a guy out of the window of the Golden Balls Saloon. With a sound card, you hear this incredible shatter of glass and "ooof!" when he hits the ground. Then in the background, you hear a guy shout, "I said, 'get!'"

There's a lot of distinct western music in *Freddy Pharkas*. Each building on main street has its own theme. For example, suppose you're walking past the



Shooting it out with Wheaton "Aces" Hall isn't as easy as it first appears to be.

saloon on main street and heading to the bank. You'll hear the honky tonk piano playing from the saloon, but as you get closer to the bank, the saloon's music fades and segues into the bank's theme. The saloon's piano player will also play tunes for you. Songs such as *Sweet Cranky Ol' Mom*, *Revolution Numero 9*, and *Gunrise, Gunset*.

If you're looking for a new twist in a Sierra adventure game, check out *Freddy Pharkas*. It's a bonanza of fast-paced action, bizarre humor, and some of the toughest puzzles ever created in a Sierra adventure. You'll smile when you play this, pardner.



You'll stop (or is it stomp?) a stampeding herd of snails.

Inside Sierra's

FREDDY PHARKAS

with Josh Mandel

Josh Mandel learned the art of comedy game design at the feet of design veteran Al Lowe, which is why everywhere he goes, people say, "There goes Josh Mandel, why does he smell like design veteran Al Lowe's feet?"

InterAction: How does it feel to complete a major release for Sierra?

Mandel: Well, it's taken ten months and here at the end, we really wanted to reach our target ship date. We saw that we'd have to work extra hours to meet that. We've been working 80-hour weeks. You know, we'd get in at 8:00 a.m. then go home at somewhere between midnight and 3:30 a.m. After several weeks of that kind of pace, you start wondering what day it is, whether it's time to eat, when should you sleep, things like that. Our internal clocks have gotten thrown off a bit.

InterAction: Why do this to yourself?

Mandel: Oh, don't get me wrong. It's been purely a pleasure. I had a wonderful, incredibly talented team who worked together beautifully. The team really made it. Anyone who plays *Freddy Pharkas*, hopefully, will know that all the people who worked on this project had fun putting it together. Sure we worked hard; but it's also a real high. But the biggest high is yet to come: when people start playing it. Have we done our jobs? I sure hope so.

InterAction: How was directing?

Mandel: Directing was wonderful. It really was. Just imagine it! A fascinating job. You're telling a little one-and-a-half-inch character when to get up from bed, walk around to the dresser, then walk downstairs. It sounds ridiculous and it is.

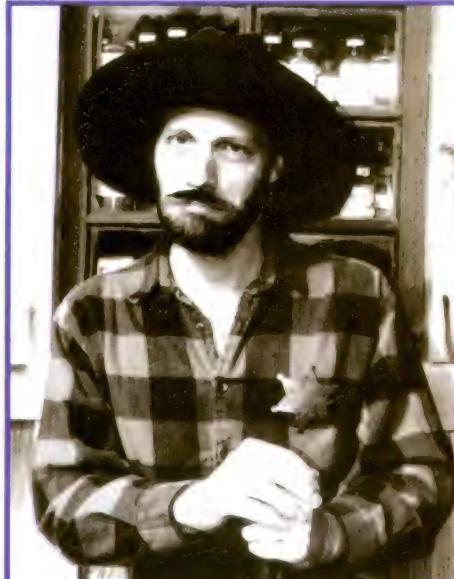
InterAction: Where did the ideas for *Freddy Pharkas* come from?

Mandel: Al Lowe fans will love this game. He wrote the basic design — he created the story, the puzzles, and the characters. Al Lowe's jokes are belly laughs, innuendo, and in-your-face humor. Since my jokes are dry, sarcastic, and subtle, our styles merged somewhere in the middle to create the humor of *Freddy Pharkas*.

Frontier Pharmacis

InterAction: Now that *Freddy*'s finished, what's next?

Mandel: I'm one of the few people I know who works on games all day and then for relaxation goes home and plays more games — everything from role-playing to adventure. I've been working on this project for, well, ten months, and I've been



thinking, What game shall I play? And it occurred to me that there's been six Sierra releases I haven't played yet. I'm going to take a few days off, then this weekend I'm going to play *Space Quest 5*.

InterAction: Then what's next?

Mandel: It's a designer's dream to get your own budget, project, and, well, be asked "What would you like to do?" I could work with another designer — it would be an honor to work with Scott Murphy or Roberta — or maybe a project of my own.

InterAction: What's your prior Sierra experience?

Mandel: I've done some producing and a lot of writing. In addition to game documentation, I've written text for *Laura Bow 2*, *King's Quest I*, and *Leisure Suit Larry 1 and 5*. I wrote 99 percent of *Jones in the Fast Lane* and for *EcoQuest*, I wrote Delphineus' puns. (Josh wrote such lines as, "With fronds like these, who needs anemones.") Then in *Space Quest 4*, I poked fun at our industry and upset a lot of people. I didn't intend to — it's just that everyone takes himself so seriously. I was just joking, really. (Josh was the one who came up with the crazy game titles in *Radio Shock*, e.g., "Where in the World is Hymie Lipshitz.")

InterAction: What's your favorite part of the game?

Mandel: The big ending. As a gamer, I love games that give a big surprise ending; it's a pat on the back. I love getting a pat on the back. The ending just twists and twists.

InterAction: The beta testers called *Freddy Pharkas*, "A classic! One of the funniest Sierra games ever." That must make you feel pretty good.

Mandel: Yeah. The beta testers were great, and not just because they fed our egos! They helped us perfect *Freddy Pharkas*. Together, we achieved a satisfying mix of easy, medium, and hard puzzles. In *Freddy Pharkas*, you'll find things get progressively more difficult and more fun.

InterAction: Do you have any disappointment?

Mandel: Well, I guess it's the little things we couldn't work in. We probably have about 100 different things that we just couldn't fit. The game started getting too big. I mean, if the game started getting much bigger, you wouldn't want to install it on your hard drive. So we just saved them for the sequel.

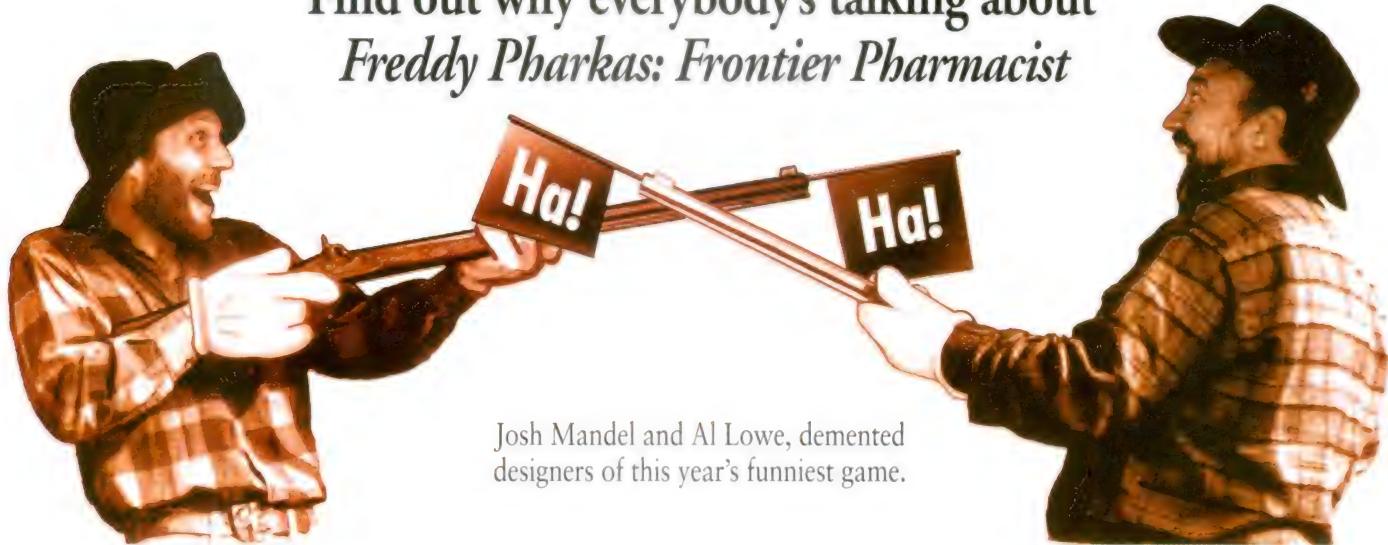
InterAction: You mean there's going to be a sequel?

Mandel: Well, we'll see. We certainly have enough ideas saved up for a sequel. If it's popular and sells well, there's certainly potential.



Phenomenally Phunny

Find out why everybody's talking about
Freddy Pharkas: Frontier Pharmacist



Josh Mandel and Al Lowe, demented
designers of this year's funniest game.

Here's what the critics are saying:

"Only occasionally is a great game released with a new name, a new hero, and a new storyline. *Freddy Pharkas: Frontier Pharmacist* from Sierra On-Line is one of these, and will surely inspire sequels.... *Freddy* is one of Sierra's best."

-The Electronic Gamer

"The game is excellent... The music and sound effects are outstanding and blend synergistically. Sierra's whole line of VGA games has been impressive, but *Freddy Pharkas* is particularly impressive as a complete experience..."

-Video Games & Computer Entertainment

"This is by far the funniest game yet from Al Lowe (best known for the *Leisure Suit Larry* series) and Josh Mandel (who seems to have had a hand in most of the Sierra games released in the past few years)."

-Fidonet

"Everything from gunfights to Indian sidekicks and western saloons to flatulent horses has been given the treatment by Al Lowe's wicked sense of humor."

-Computer Game Review

"Full of Lowe's biting wit, zany characters, and gags so fresh that only he would dare put them in a game..."

-Electronic Games

Here's what they're saying on the Networks:

"Congratulations on a great job with *Freddy*."

-Ross Erickson

"I loved the game, especially the end credits."

-John Barret

"Great game! It was hilarious!"

-Brian W

"A very funny game with a lot of attention to detail."

-Monte J

"I just completed *Freddy*, and after dusting myself off from rolling around on the floor laughing my head off, I was told that I got 995 out of 999."

-Daniel J. Molina

"Just finished *FPPF*, and I loved it!!!!

Great game!!!!"

-Terror

"Truly a tremendous effort."

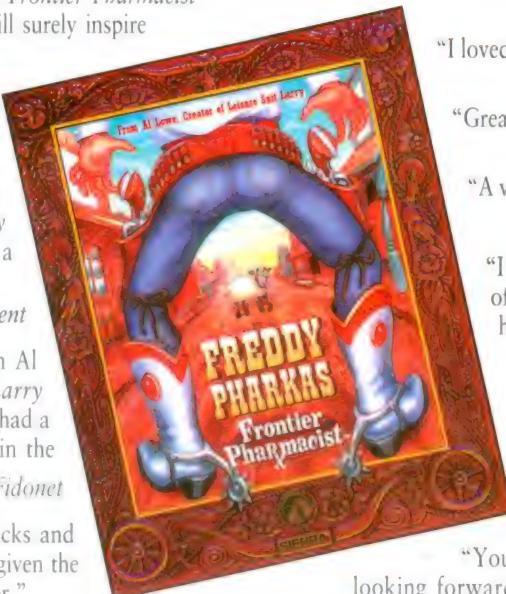
-Morgana

"You guys did a great job on this one, and I'll be looking forward to more of your games, and maybe even a sequel to *Freddy*."

-Eddie Goldberg

"I've played a lot of games and they don't get much more solid than this. You did a great job."

-Bob Norton



Mosey on down to your favorite software store and grab a fistful of *Freddy*!



GAME

Review

Betrayal at Krondor

By Shay Addams

"adventure novel." This is due largely to the emphasis on the characters, whose dialogue during automatic interactions among themselves reveals more about



Betrayal at Krondor is a revolutionary FRP.

Rare is the day I even look at a beta, though they show up in my mailbox more frequently than "letters" with Ed McMahon's picture on the envelope. But I saw the early stages of *Krondor* over a year ago, so I knew this was not the latest *Ultima Underworld* clone.

And I was not surprised that *Krondor* turned out to be more than just another pretty interface, more than just another adaptation of a fantasy novel into a computer game. By blending flight simulator-style, 3-D polygon graphics with other kinds of illustrations and an abundance of prose, designer John Cutter has created a game whose technology is as advanced as the story is entertaining — I call it "virtual fantasy," which goes far beyond mere virtual reality.

The quest takes place in the fantasy land of Midkemia, home of Raymond E. Feist's *Riftwar* novels. Like *Ringworld*, it weaves a fresh story from the colorful threads of the original saga, but in this case there is a much stronger mix of puzzles and a greater sense of participating in an

Co-written by Feist, the story consists of nine chapters and an epilogue. It commences as Seigneur Locklear sets out to take his prisoner, the elf Gorath, to the palace at Krondor. Traveling through hostile territory, he finds it safer to unchain Gorath so the ferocious elf (who fights more like a dwarf) can help fight off the attacking Moredhel warriors.

More than a dozen other characters also play important parts in the quest. You speak with them by clicking on icons labeled with the topic, such as "lost items" or "nearest city." The graphics are interactive too, enabling you to click on dead enemies to search them.

Dress Me Up & Digitize Me!

The Dynamix design team dressed up actors in custom created armor and costumes, videotaped them in various actions and digitized the results. All the races and head shots are also finely detailed digitized pictures.

Outdoors, you see a 3-D view of mountains and buildings, depicted with

them than descriptions or pictures ever could. Feist's own participation in the development process added resonance and depth to the people and places.



Video captured actors make this fantasy look like reality.

polygons, while trees and other terrain features are displayed with bit-mapped images. It's an appealing combination, especially with the digitized graphics of the characters. Indoor scenes are hand-painted works of art reminiscent of their counterparts in Dynamix' *Heart Of China* adventure.

You can view an overhead map display and zoom in and out to study the immediate terrain. The unique thing about the map is that you can move the party (represented with a red triangle) around it by pressing the movement keys. You can also "zoom out" and see a map of the entire land. With this system of maps, it can be a real challenge to get lost in Krondor.

Paths and trails connect the towns and villages, winding through forests and fields. Move the party onto the trail, then click on the Follow Path icon, and they will automatically stick to the path as you move then forward. (This works on the overhead map too.) While most of the action occurs above-ground, miles of sewers wind beneath the city of Krondor, and a dungeon and mines must also be explored.

Fresh Twists

One of the most difficult parts of designing a role-playing game must be dreaming up fresh ways to present some of the things all such quests must include: teleports, magic, combat and the like. Cutter scored on every count.

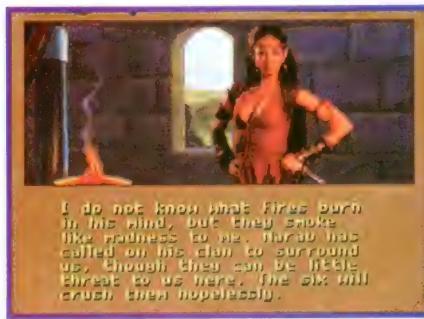
Combat, for instance, offers unusual conventions and features. The arena shows all characters from the side. When it's your turn to direct a party member's action, you move the mouse around the field, and a



Dynamix' incredible 3Space animation draws you into this world.

square shows each spot he may move to. If he's close enough to attack the foe, the square turns bright yellow when you move it beneath him, and you can thrust, swing, fire a crossbow or cast a spell. Auto-combat is also available, providing a nice display of animated swordsmanship.

The game is forgiving, and a mortal wound is not necessarily fatal. You still have hope as long as one character is still breathing and able to get the wounded to a Temple. Only when all three are out of action does the game end prematurely.



A detailed story line sets this FRP apart from all others.

Teleportation, the mandatory rapid transit system of all fantasy worlds, is also cleverly handled. Each temple can teleport you to any of the others, but they demand cash up front for the trip — no gems, no crystals, no credit. The map that shows the entire land displays the names of each



Why stay in a hole in the ground when you can explore towns, mountains, and a whole world.

town, making it easy to determine which temple you should teleport to when you need to visit a distant location.

All those swords, scrolls and other items adventurers love to collect and experiment with are illustrated with unusually large icons. Based on the trappings of Feist's fantasy world, these include exotic things such as The Infinity Pool, used by magicians, and the Glory Hand, a grisly shriveled hand you can use to steal things from a combatant during the battle. Click on one with the right mouse button, and the item's description and application pops up on-screen.

Two types of magic await: the Greater Path and the Lesser Path. (I would have called the latter "the Not So Great Path,"



A sophisticated magic system aids you in your perilous quest.

which explains why I'm writing about games rather than writing games.) While some of the spells' effects will be familiar, the names — The Unfortunate Flux, Stardusk, Grief of a Thousand Nights — add zest to the quest.

Curse of the Living Beta

The drawback to looking at a beta is that often many elements of the game are not yet in place. Half the people I tried to speak with would answer, "I am a random male." And when I found the Tavern where someone was supposed to tell me about the quest, there was only a message reminding the design team to "tell them about the Grey Warriors here."

This was true for puzzles too. So far the only genuine puzzle I've tripped across is a special kind of chess with three wheels that have several letters on them. A brief poem describes a situation and asks a related question, and you must turn the wheels to spell out the answer.

Conclusions: Dynamix' first foray into the RPG field looks like a genuine genre-bender — bound to inspire other designers as much as it is to please adventurers. It's too soon for a definite recommendation, because there were not enough puzzles in place, but *Betrayal at Krondor* looks like a good bet for anyone who enjoys reading fantasy novels as much as they do playing fantasy RPGs. It's due out for IBM this month, and we'll follow up with a definitive review soon.

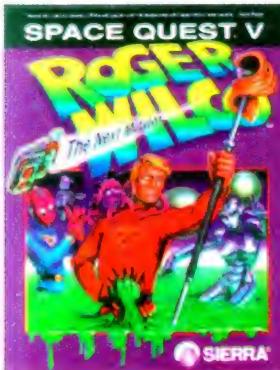
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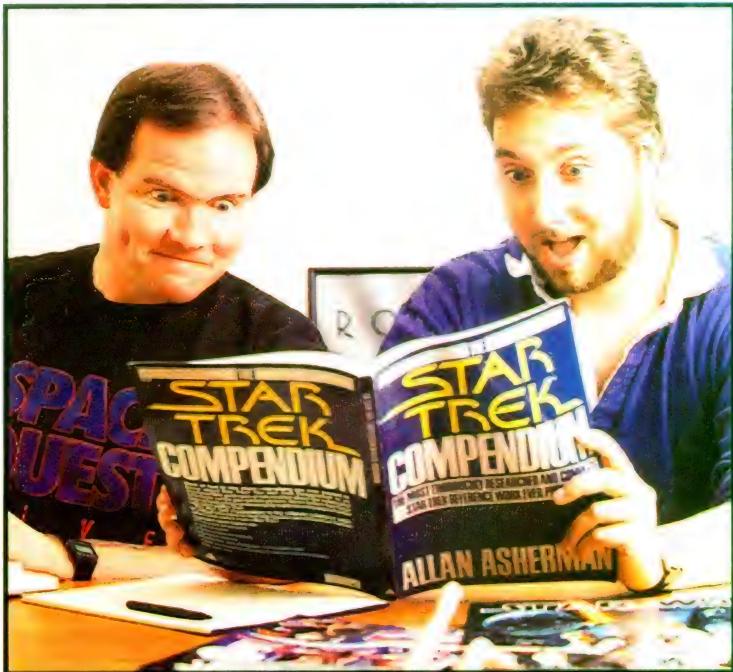
Your enemies learn as you fight them, making them tougher.

Behind-the-Scenes Look on the Set of



Space Quest V: The Next Mutation is sooooooo hot, we thought you'd like to see how the folks at Sierra and Dynamix whipped up this warped and wonderful epic.

Following up such monster hits as *Pirates of Pestulon* and *The Time Rippers*, The Next Mutation team faced a daunting task in creating the next installment in the legendary *Space Quest* saga: What do you do with a janitor who has been everywhere and done everything? Fortunately for fans everywhere, these hardworking *Space Quest* creative geniuses have again proved that they are up to the task. Here is *Interaction's* exclusive behind-the-scenes look on the set of *Space Quest* V.



To make a great game, you must first have a great design. For *Space Quest* V, the creative team spent arduous weeks wracking their brains to come up with original plot ideas for the *The Next Mutation*.



Here, the art director puts the final touches on one of the many miniatures used during the filming of *The Next Mutation*.

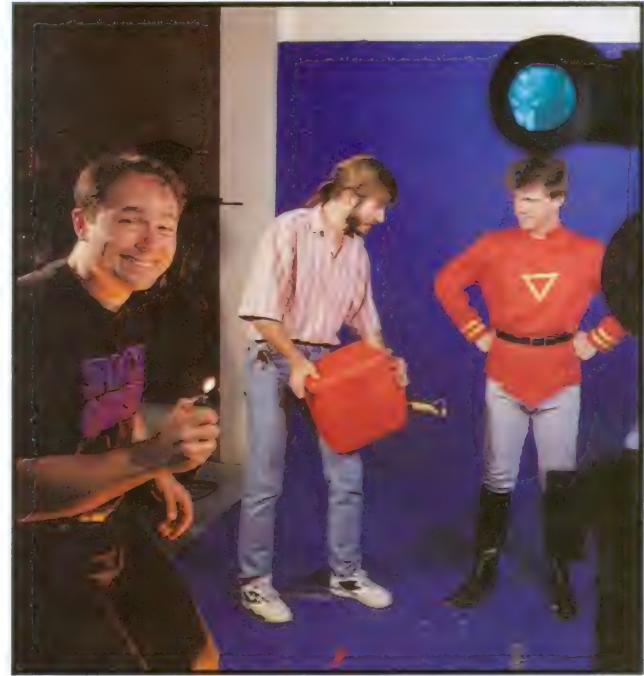


In any project of such sweeping breadth and scope, there are bound to be a few lapses in communication. The art director had no idea what would happen when he told this artist to "Do the backgrounds on your computer".

Space Quest V: The Next Mutation



State of the art techniques were used to digitize live actors and bring them to the small screen in dazzling 256 Color VGA.



No expense was spared to bring to life the ultimate *Space Quest* adventure. Here, the actor playing Roger is prepared for the spectacular "Janitor's inferno" sequence.



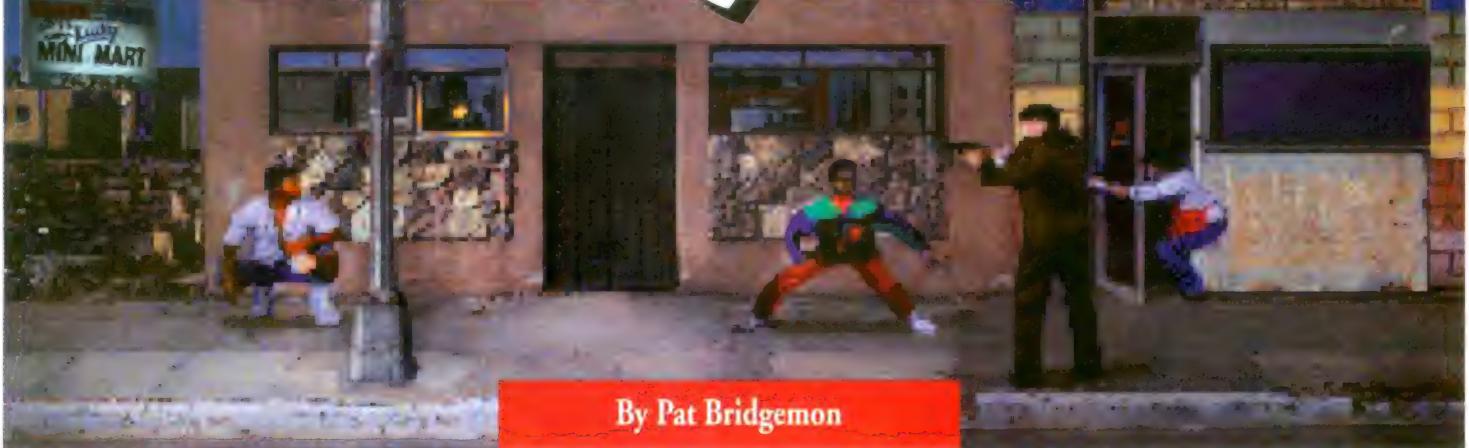
A staff of highly skilled artists and technicians sweated over every detail on *The Next Mutation*'s many sets, to make sure each one was "just right".



Here, the programming team offers some constructive feedback to the project director on a few proposed design changes.

Preview

POLICE QUEST 4



By Pat Bridgeman

Are you ready for the streets of Los Angeles today?

In *Police Quest 4*, you'll feel real-life pressures of an LAPD homicide detective. Retired Los Angeles Police Chief, Daryl F. Gates, puts it this way, "To be a good detective, you must learn to think like your criminal and face the unknown every day. As your gut tightens up and you feel your adrenaline flowing, you have to make split-second decisions on your own and be responsible for them." In this sequel, you'll be homicide detective John Carey. You'll face the consequences of your actions, deal with the press, public, and city officials of Los Angeles, and risk your own life.

Someone has gone on a killing spree that began with the murder of your partner — death by gruesome torture. In this new police procedural set in Los Angeles, it's your duty to track the felon down.

"*Police Quest 4* is a collection of red herrings," is how designer Tammy Dargan describes it. "Only by using your best detective skills — gathering evidence and clues in a very methodical way — will you make it through. You'll interview suspects, make a list of clues, and follow your best hunches. You'll get off track, get back on track, then get off track again as you grapple with this case."

You gather clues on your partner's assassin. Your evidence points you in only one direction. Just as you're about to close in on your suspect, what happens? Across town another man in blue goes down in the same grotesque and brutal way! You feel terrible because somewhere you must

have missed an important clue. Cases go this way sometimes. Even the best detectives can get off to a rough start.

You start again. You reexamine your evidence, retrace your footsteps, and review your case. You start asking more questions. A lot more questions. You come up with a new lead that feels right and you follow it. But wait, as you move in this new direction, a third murder: this time an innocent female citizen. You're perplexed!



From the skies to the streets, you'll be immersed in big-city police action.

Suddenly the press, the public, and even the mayor are getting in your face. As your case makes nightly news, it takes on a whole new meaning for L.A.'s citizens. Some begin to panic, some become hostile, and many doubt your competence. If you make a mistake now, you'll be out of a job. If you don't get on the right track soon, someone else may die. You must find some answers fast.

New technology and expert team

Police Quest 4 is Sierra's first truly photo-realistic game and looks quite

different from other adventure games. When you start up *Police Quest 4*, you'll realize this is no fantasy game with rendered, animated characters. The background images are sharp, clear, and give an unprecedented realism. Using Sierra's latest video capturing techniques, the characters are incredibly life-like. You'll feel as if you're in Los Angeles. If you could smell the air in this game, you'd inhale Los Angeles smog.

Designer Dargan: (Tammy is a former television segment producer from America's Most Wanted.) "We're treating *Police Quest 4* like a television production. For example, we wrote a script calling out locations, scenes, and actors; held auditions and hired character actors; then put them in the game using Sierra's latest video capturing techniques. Every part of this production will give you a sense of what Los Angeles feels like to a homicide detective."

Rod Fung, the team's cameraman, also brings experience from television. He's filmed numerous documentaries and commercials. Because he understands the technical aspects of the field, he can use the technology very effectively.

Designer Dargan: "To create our background shots, Rod used the new Kodak DCS 200 CI digital camera. Although it looks pretty much like a standard 35 mm camera and uses standard Nikon lenses, it contains no film. Instead of film, it has a computer chip and enough RAM to store 50 shots. When the camera's full, we connect it to a PC or Mac using the supplied cable and transfer the images



No other game takes you so fully into the life of a cop.

from the camera's memory to a hard drive. We repeat this until one of our hard drives is nearly full. Then we move to the next hard drive. And so forth.

Something interesting we discovered about the camera is it has a very narrow field of vision, very narrow — even when we're using a wide-angle 18 mm lens! To come up with one usable background scene, Rod has to cut and paste together up to ten different shots of the same place.

Computers are perfect for this. Rod uses a video graphics program to merge ten different photos together. When he's finished, we have one rich, clean, atmospheric background. Then he repeats the process for the next background. And so on. If the team is unhappy with the results, he goes back for another photo shoot."

Of course, this game wouldn't be possible without the rest of the talented team. Pasadena Art Center graduate, Darrin Fuller, uses his artistic expertise to flesh out certain aspects in the photos to create the mood of *Police Quest*'s fictional world. Top-notch artists Dana Dean and Don Waller also add depth and dimension to the game. Neal Grandstaff, in addition to creating all the sound effects, has made a lively modern soundtrack of hip hop, rock, and jazz. Programmer Doug Oldfield brings solid programming skills and years of previous *Police Quest* programming experience. Programmer Dave Artis is extremely innovative and used his talent to create a realistic fire combat system. Programmer Scott Murphy (you all know him as the Space Quest series designer, the Other Guy from *Andromeda*) brings over ten years of Sierra programming and gaming experience. He has an incredibly gifted eye for detail, a brilliant wit, and a fresh, innovative style. Finally, Bill Davis, Jr., Quality Assurance Analyst, ensures everything plays the way it should.

Research and Authority

To make this game accurate, the *Police Quest 4* team read numerous true crime books, studied both the LAPD procedure and homicide handbooks, and hired the expert on LAPD procedures. The result?

Daryl Gates: "Even though *Police Quest 4* isn't my autobiography, contains no specific events from my life, and deals with

fictional crimes in Los Angeles, it sure feels like the real thing. This game gives you the most realistic experience of what it's like to be an LAPD homicide detective using modern LAPD procedures, short of being on the force."

New features for easier play

You carry an LAPD issued 9mm Baretta, practice shooting it at the LAPD Academy, and use it during the game in a new realistic fire combat system. You'll use a new run feature for fast, on-foot pursuits. You'll find the icon bar is now at the bottom of your screen (with an option to turn it off for full-screen graphics). You'll use a pop-up LAPD city map, broken into LAPD bureaus and divisions, to travel to places like Parker Center, Hollywood, or even South Central Los Angeles. In your hours off duty, you'll go to the place where real LAPD officers go to relax — The Short Stop. There you can discuss points of your case among friends, despite the controversy it has caused.

Adult subject matter

Your investigation will take you through a few adult situations. For example, you'll visit a stripper bar called The Bitty Kitty Club, you'll search the back seat of a car and find two dead nude victims, and you'll use lethal force to apprehend felons.

Conclusion

Police Quest 4 team brings you life in Los Angeles as a Homicide Detective — you'll know the thrills, the pressures, and the pain. As Daryl Gates put it, "Although the position of LAPD Homicide Detective has its rewards, it can also be a tremendous burden. Some officers just can't handle it. They become ill. Sometimes they have to retire." As one of L.A.'s finest Homicide detectives, this is your chance to follow a murder investigation through to its logical end: capturing the murderer or becoming another victim. Are you up for this new challenge? You can pick up *Police Quest 4* from your retailer around September this year.

System Requirements

386/25 or faster CPU

Supports Windows

Mouse (recommended)

Supports standard sound cards

CD ROM

A CD-ROM version of *Police Quest 4* is also scheduled for release around September. Two new features include: a Public Service Announcement about D.A.R.E. (the program Daryl Gates created to keep kids off drugs), and Talk to the Chief, the 20 most asked questions and answers of Daryl Gates' career.



Daryl Gates, the nation's most experienced and controversial cop, co-designed Police Quest 4.



Digitized crime scenes make this the most realistic Police Quest yet.



Interact with characters so real you'll want to call in back up.



Locations throughout Los Angeles and Southern California were captured for the game.

SEGA CD™



Dynamix spins out two new games for the most affordable multimedia system on the market.

By now, most of us have admitted that true multimedia makes for the ultimate game experience. We stare longingly at those shiny little CDs, imagining how all the sound and animation packed into their five or six hundred megs of data must come to life on the screen. For many, though, a multimedia upgrade for the PC just isn't in the budget.

Households with Sega Genesis machines (and our research says there are a lot of you) can make the jump to true multimedia gaming for under \$300. The Sega CD system is the first real mass market multimedia game machine.

The Sega CD drive connects directly to the Sega Genesis without cables. The system hooks directly into your television. For those who prefer superior sound, it also hooks up to your home stereo system (and can, in fact, be used to play audio CDs). When the Genesis and Sega CD system are docked together, players can go back and forth between cartridges and CDs without changing any connections.

Dynamix is among the first developers to roll out games for this exciting new system. Rather than simply porting existing games, Dynamix decided to take full advantage of the Sega CD's powerful technology, recreating titles with amazing new features. The results are impressive.



The Adventures of Willy Beamish puts you in the middle of an interactive cartoon show.

The Adventures of Willy Beamish

When Jeff Tunnell's adventure with an attitude first fit the PC screen, *QuestBusters* described it as "the closest thing yet to capturing the look and feel of animated

True Multimedia Action and Adventure on the Sega CD

By Kurt Busch



How much trouble Willy gets into is entirely up to you - play as clean or as mean as you want.

films." As close as it was to an interactive animated cartoon, Willy on the PC was nothing compared to the non-stop, day-glo Sega CD version.

Dynamix added voices for every character (over 40 of them), an all-new soundtrack, created especially for the Sega CD version, and additional game segments. The result is a talking, rocking, high-octane cartoon, where you decide just how Willy is going to handle himself.



Great cartoon animation and sound make Willy Beamish on Sega CD spectacular.

The Adventures of Willy Beamish was created in much the same way as an animated feature film. Jeff Tunnell assembled screen writers and artists from Hollywood's largest studios and began the painstaking process of creating a computer cartoon. Traditional cel animation and an extremely detailed storyline give this master-level adventure game an amazing cartoon look.

The story finds you in the role of Willy, a nine-year-old bent on making his way to a national video games championship. Along the way, you'll have to help Willy overcome an evil industrialist named Leona who's out to trash his home town. You'll be aided (or detained) by Willy's yuppie parents, air-headed older sister, bratty kid sister, a toupee-wearing principal, and even a ghostly grandfather.

Stellar Fire

Based on Damon Slye's classic space shooter, *Stellar 7*, this all-new outer space action game is the first title Dynamix created especially for the Sega CD. (It will also be available on 3DO this Fall.)

You command the Raven, the most advanced battle tank ever created. In it, you must fight your way across seven high-tech battlefields of the future, facing a host of deadly enemies and seeking out additional weapons, armaments, and refueling stations. If you manage to battle your way

through the evil empire's armada, you'll wind up face-to-face with Gir Draxon, the deadliest foe in the universe.

Stellar Fire features all the elements of classic arcade action. Each planet features extended combat, capped by an encounter with a nasty boss (called "guardians" here) who must be defeated in order to advance to the next world. You view each world through the cockpit of the Raven, keeping



Point-of-view action and a huge, hostile universe get you right into the thick of things.

an eye on the on-screen controls which show the status of your shields and weapons. All the action is point-of-view, with Dynamix' celebrated 3Space animation giving you a high-speed, seamless view of the action.

But, while *Stellar Fire* may feature traditional action, the look and feel of the game is anything but traditional.

All the art and animation was redone for this fast-paced shooter, giving the player a



Animated sequences feature 3-D rendering and realistic video captures.

chance to pilot the Raven through larger, more richly detailed 3-D landscapes. Using the Sega CD's massive information capability, the game takes you through a hostile, high-speed universe where you can circle around your enemies, keeping a watchful eye on your radar screen.

Highly detailed video captures and advanced 3-D modeling were used to



Stellar Fire pits you against an evil empire in a battle to liberate the entire universe.



All new graphics and animation make the spaceways sizzle in *Stellar Fire*.

create cinematic sequences depicting a war to save a universe from the evil clutches of Gir Draxon. The introduction and animated sequences between battles draw you right into a thrilling sci-fi scenario where the fate of the universe depends on your ability to outwit the enemy.

Dynamix also took advantage of the Sega CD's superior sound capabilities. Rockets blast, enemies explode, plasma



A spectacular new sound track lets lasers sizzle and rockets blast in *Stellar Fire*.

cannons thunder, lasers hum, and radios crackle with desperate pleas for help. All this is set to an ominous soundtrack, created especially for this epic.

Stellar Fire represents the current state of the art for the Sega CD. It's a thrilling, non-stop action adventure that takes full advantage of the Sega CD's superior game capabilities.

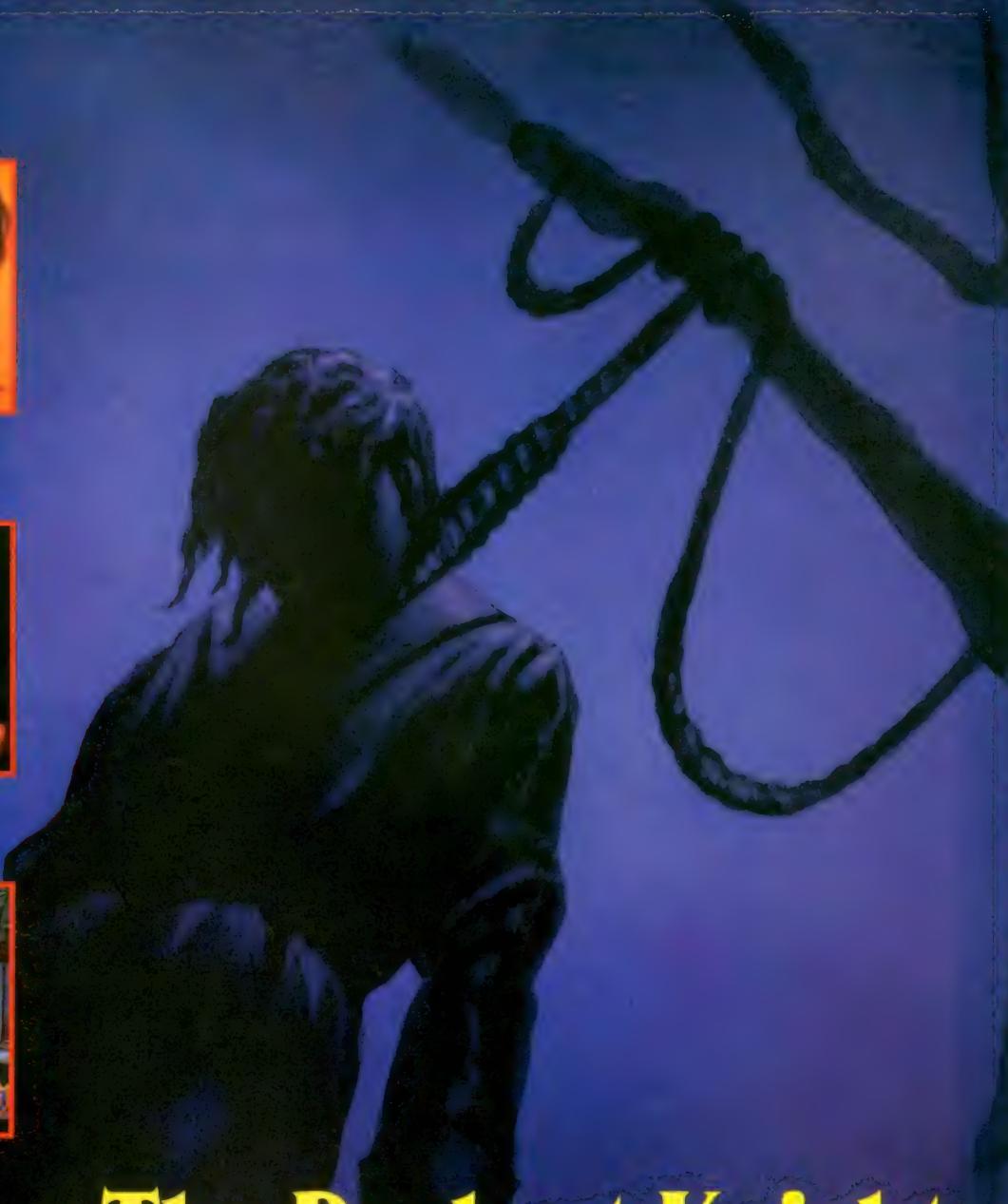


On-screen controls and displays keep track of your status during battle.

More Stuff on Sega

Dynamix already has other Sega CDs in the works. Currently on the drawing boards is a pro racing simulator and a Sega version of *The Incredible Machine*.

If you're one of the many families with a Sega Genesis moored to your TV, check out this amazing, affordable new multimedia system. Watch these pages for new Sega CD developments from the Sierra Family. 



The Darkest Knight
is Still Ahead

G A B R I E L

K N I G H T

Coming Fall '93



Sierra On-Line introduces a new kind of hero in *Gabriel Knight: Sins of the Fathers*

Being "in" with the crowd at Sierra On-Line, I was recently presented with an enviable opportunity... to play the Day 1 Demo for Sierra's soon-to-be released *Gabriel Knight* (featured in the New Games section of this magazine). Already an avid Neo-Gothic fan by way of Anne Rice's vampires, I was eager to view the sordid, steamy streets of New Orleans through the eyes of a new kind of hero. And Gabriel is like no other hero who ever walked the world of computer gaming. Dangerously handsome, cynical, and moody, Gabriel is a haunted soul who compels the player to uncover the secrets of his dark past.

The graphically stunning introductory movie sequence plunged me into one of Gabriel's horrific nightmares. Bonfires and flashes of lightning illuminated scenes of voodoo rites and violent death. (Thank goodness it was only a dream!) As I played, I became enveloped in Gabriel's world. His run-down bookstore is cluttered and musty, managed by a clever woman named Grace who can easily match Gabriel's sarcasm for sarcasm. Gabriel is a struggling horror writer, attempting a book on the ritualistic voodoo murders occurring throughout New Orleans. As he (and I) explored the city in search of clues, I felt myself drawn to this aloof, and yet darkly romantic, man of mystery. Who was he really? And where did he come from? I decided to take advantage of my unique situation and ask the one person who would know for sure... Gabriel Knight's creator, Jane Jensen.

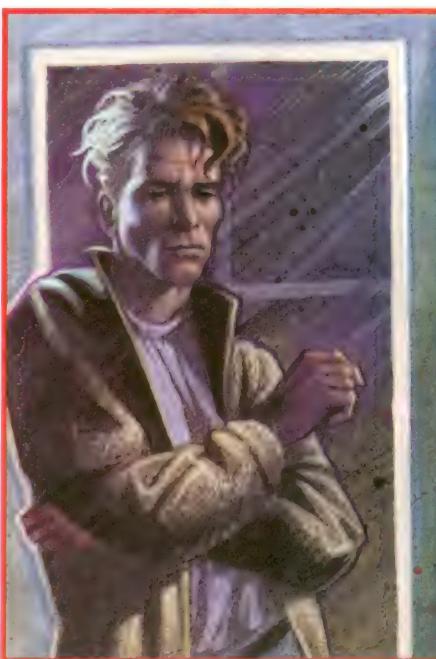
Darkness by Design

An enthusiastic *King's Quest* fan, Jane was thrilled when she was recruited two years ago by Sierra On-Line to write for the games she loves to play. Although Jane is best known as the co-designer of the Sierra best seller, *King's Quest VI*, she also worked on *EcoQuest*, *Pepper's Adventures in Time*, and *Police Quest 3*. *Gabriel Knight: Sins of the Fathers* is Jane's first solo flight and she is pleased to be writing in what she considers to be "her niche," the psychological suspense genre.

By Susan Frischer

One Tough Guy

I asked Jane about Gabriel's origins, who he was and what made him tick. She laughed and called him her "worst dating nightmare" but then went on to explain his appeal. Gabriel is tough, reckless, and street-wise; a real guy's guy. His intense good looks and bad-boy attitude make him very attractive to women as well, although his non-communicative nature and commitment phobia make lasting relationships difficult. Even so, Gabriel does have



his sensitive, artistic side, which he naturally goes to great pains to hide. And as an additional redeeming quality, he has a deep-rooted love for his grandmother, a New Orleans resident who provides clues to Gabriel's mysterious family history.

Gabriel's cavalier attitude toward life is based on the fact that the men in his family tend to die violent deaths while still relatively young. In a "prequel," a graphic novel to be included with the documentation, the origin of this 300-year-old curse is revealed. Without giving away too much of the story, it is safe to say that the past is definitely related to Gabriel's present troubles. His ancestor, Gunter

Ritter, investigated a series of mysterious murders in South Carolina. Gunter's actions have serious repercussions and set the course of Gabriel's destiny.

First in a Suspenseful Series

Sins of the Fathers is to be the first of a series featuring Gabriel Knight. This introductory story focuses on Gabriel's background and personality in much the same way that Tim Burton's *Batman* emphasized Bruce Wayne's motivations and character flaws. The irrevocable connection between the protagonist's inner self and the plot is an inherent element of the psychological suspense story. Gabriel's dry wit and brooding cynicism dictate the ambiance prevalent throughout the game. The conflict within his soul is reflected in the somber, rich color schemes and the lush musical score. Dream sequences and mysterious symbols add texture; high resolution and 3D-rendering enhance the graphics.

Gabriel travels the world piecing together the puzzle of his past. Ultimately, however, the secret to survival lies within himself. Like many of Alfred Hitchcock's heroes and heroines, Gabriel Knight finds himself caught in a situation seemingly beyond his control. His investigation uncovers far more than he bargains for and playing detective becomes quite hazardous to his health. In the incredibly suspenseful climax, Gabriel's life depends on his acceptance of the role that fate has intended for him.

Excitement for the Experienced Gamer

Gabriel Knight: Sins of the Fathers is a new take on the classic Gothic genre. The complex and thrilling story will keep you on the edge of your mouse pad. The artwork is stunning and the music mesmerizing. This is advanced, adult gaming at its best. Right down to his stylish trench coat, Gabriel reminded me of a 1990s version of the hard-boiled 1940s private eye; cool enough to swallow boiling coffee, hot enough to attract women like mosquitoes, and tough enough to look the grisliest murder victim straight in the eye. And (in concurrence with Jane Jensen), while I don't think I'd want to date a guy just like Gabriel, it certainly was exciting hanging out with him for a while.



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GAME

Review



King's Quest VI

Heir Today, Gone Tomorrow

*Get lost in
this romantic,
action-packed
adventure.*

Sparked by love and guided by an enigmatic sense of destiny, *King's Quest VI: Heir Today, Gone Tomorrow* beckons all to join its noble adventure. Bigger and bolder than ever, this is an adventure few can resist.

The sixth installment in Roberta Williams's award-winning graphics adventure leads the series down a familiar path, but one emblazoned with story elements far richer than its predecessors. Aided by some of the most creative minds in the business—writer Jane Jensen, art

By Scott A. May

director William Skirvin, and composer Chris Braymen—Williams has assembled her most ambitious work to date.

Fans of the series will sink comfortably into a continuing saga of the adventure-



Your quest begins as Prince Alexander sets sail to find the fabled Land of the Green Isles.

prone first family of Daventry: King Graham, Queen Valanice, and children Alexander and Rosella. Newcomers needn't feel left out: As in earlier games, the story is completely self-contained. A

marvelous introductory sequence sets the stage while establishing a link to the previous episode, *Absence Makes the Heart Go Yonder*. In that story, Daventry's royal family is kidnapped by the evil wizard Mordack. King Graham journeys to the warlock's island stronghold and rescues his family along with a beautiful girl, who turns out to be Princess Cassima. She takes a fancy to Alexander, and he, deeply smitten, wonders if he'll ever hear from her again.

At long last, he's given a sign. He sees the image of Cassima in his father's magic mirror. Seeing her cry out in sorrow, Alexander sets sail for her home. Sadly, his journey ends in disaster when his ship breaks apart in a violent storm. He awakes on the Isle of the Crown, home to his beloved Cassima.

Assuming the role of Alexander, you now begin your adventure. Among your first tasks: Seek out the royal palace, where you'll meet the suspiciously belligerent vizier, Alhazred. He claims the

princess is in seclusion, mourning the recent deaths of her parents, and has requested not to be disturbed. You also learn that Alhazred and Cassima are soon to be wed. The vizier gives you a stern warning to leave the Land of Green Isles. Saddened and confused, you begin to doubt the image cast in the magic mirror. Still, you can't shake the ominous feeling that something is terribly wrong.

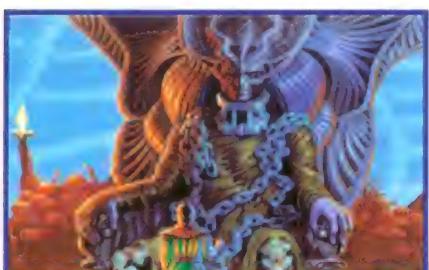
Although the game's central theme is readily apparent, your direction and goal



You'll interview shopkeepers in your quest for information to help Cassima.

are purposely vague. Through hundreds of locations in the Land of Green Isles, Williams has cut many paths, each crisscrossing to one of several different endings. Ultimately, the course you follow determines your difficulty level, opening the game to newcomers and seasoned veterans alike. This flexible, open-ended design also means that you can reach the end and yet still experience only a small portion of everything the game has to offer. Replay value in a graphic adventure? What a concept!

The game unfolds in a world significantly larger than those of its



Experience an adventure so vast, you may never see it all.

predecessors. Initial investigation reveals four main regions, each with unique geography, inhabitants, and puzzles.

One of the game's main assets is Sierra's evolving player interface. Gone is the traditional text parser; it's been replaced with a more intuitive graphical cursor. By simply clicking the right mouse button, you cycle through four all-purpose actions: Walk, Talk, Look, and Touch. Select the object to be acted upon and then press the left mouse button. Manipulating the



Explore wondrous lands as you traverse the kingdom of the Green Isles.

hundreds of interactive screen elements quickly becomes second nature. A hidden top-down menu offers additional control of inventory items and game mechanics such as Save, Restore, Speed, and Graphic Detail.

How grand is your crusade? To put it in rather outrageous historical perspective, the first *King's Quest*, released in 1985, weighed in at a mere 128K. By contrast, this truly king-sized adventure tips the scales at 18MB. Nothing goes to waste, however, as Sierra pushes the envelope of disk-based programming. The package contains both 256-color VGA and 16-



You'll want to check the diplomatic maneuvering on the royal chess board.

color EGA versions, although viewing the game's exquisite scanned artwork at anything less than its full-color palette would be a waste.

Typical of Sierra's commitment to cutting-edge graphic quality is the introduction, based on a 1.2 gigabyte animation by Kronos, the Hollywood special effects wizards known for their work in *Batman Returns* and *Lawnmower Man*. Like all of the game's minicartoons, the introduction showcases extraordinary cinematic finesse with its unique camera angles, 3-D panning, long tracking shots,



The Land of the Green Isles has many interesting areas to explore for clues.

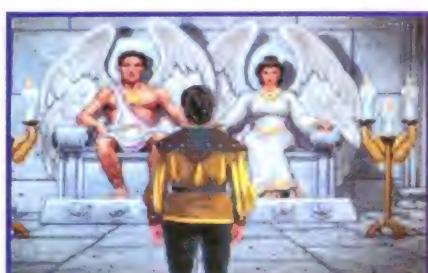
and video-quality animation. Although the sampled speech is clear, it's rather stilted. Sierra would do well to hire professional actors for its next endeavor. For those who are concerned with hard drive space, this space-hogging introduction can be easily deleted.

Other graphic innovations include use of "pather" technology, a type of collision-detection system that ensures more realistic movement of on-screen characters. Instead of getting stuck or walking



In dark underground corridors you'll uncover mysteries.

through props, your character automatically chooses the most intelligent path when moving from point A to point B. The game also boasts improved depth of field, accomplished by scaling animated characters as they move from foreground to background and vice versa. Finally, subtle use of spot animation and peripheral sound effects greatly enriches the story's ambiance. On the beach, waves lap the shoreline while gulls squawk overhead. As you move slowly through a cave, shadows cast by the flickering light of your candle dance on jagged walls. All of these techniques help suspend



Visit the Winged Ones and gain from helping a young girl who is on the horns of a dilemma.

disbelief—one of the most important requirements in any fantasy—and further the illusion of reality.

The bulk of the game's puzzles merely require knowing which items to use when. Along the tenderfoot trail, most puzzles are painfully obvious. Players are helped along with telltale hints from not-so-subtle character dialogue and glaring on-screen clues. The further you stray from the beaten path, the more intricate and challenging the puzzles become, including



Beautiful scenery may belie the beastly nature of the lord of the manor.

spellcasting, arcade-style interaction, and occasional timed events. Particularly interesting are the Logic Cliffs and deadly catacomb floor traps, although solutions to both are spelled out in the 50-page guidebook.

One of the game's few shortcomings is common to the genre: Many solutions require tedious backtracking to pick up and deliver items, making you feel less like a brave adventurer than an overworked courier.

Williams and Jensen carefully balance the story line to attract players of every age, gender, and skill level. Those who love action will find plenty to pump their



Alexander must seek out clues from many people to help him win Cassima's freedom.

adrenaline, yet they won't be put off by the game's gentle, romantic side. Likewise, this tale of unrequited love will inspire the usually timid to complete its challenging quests.

Sierra describes *King's Quest VI: Heir Today, Gone Tomorrow* as an adventure so vast you may never experience it all. You'll have the time of your life trying to prove this claim wrong.

Reprinted with permission from the May 1993 edition of COMPUTE.



You visit the Underworld and must find a way to deal with the Undead.

NEWS ABOUT

King's Quest VI

Now available for the Macintosh and on CD-ROM

Macintosh

System Requirements:

4 Meg, 256 color, System 7.0 or better

To install the game completely you need 25 Meg.

King's Quest VI is custom designed for the Macintosh in 256 colors with the graphics automatically resized to fit Mac monitors and algorithmically adjusted to eliminate distortion. The 4-voice driver with sampled instruments for music enhancement gives you great sound.

A really magnificent three minute opening sequence is available as a Quick Time Movie

CD-ROM

System Requirements:

386SX or better, CD-ROM Drive, MS-DOS 5.0 or higher with 2MB of memory, Windows Version 3.0 MME or higher with 4 MB of memory. Mouse. Supports standard sound cards and sound card with DAC

Professional actors headed by Robby Benson as Alexander, recorded the narration and dialogue. High-res close-ups of characters use the critically acclaimed RAVE lip-synching technology. A stunning 50 megabyte animated introduction is by the same Special Effects people who created *Batman Returns* and *Lawnmower Man*. Also included is a special four-minute video through Windows about the making of *King's Quest VI*.

*"Proof that the era of
CD gaming is upon us."*
Peter Spier, Quadrature



ROBERTA WILLIAMS
King's Quest VI
HEIR TODAY, GONE TOMORROW

SIERRA



*The On-Line Sensation is Available in a
Deluxe Boxed Edition*

The Shadow of **YSERBIUS**

including The Fates of Twinion

Dragons On Your Disk

By now you probably think of *The Shadow of Yserbius* as a game only available on *The Sierra Network*. Well, that was true, but in a few short months, all of that will change. *Yserbius* will be sold in software stores everywhere as an independent boxed game. You can have all the fantasy, all the fun and adventure, right there on your hard disk whenever you want it.

Under the Volcano

Hold on, you're saying. Back up a little. What IS *Yserbius*, anyway? If you haven't heard, it's the hottest fantasy role-playing game around. It's also the name of the towering volcano that dominates the landscape of the game's magical kingdom. *Yserbius* is a place of mystery, a smoking, fire-breathing, living dungeon that houses treasures beyond your wildest dreams, and monsters beyond your worst nightmares. If you ask at the guild hall or the tavern, no one is certain how old the dungeons beneath the volcano are, or how far down they go into the earth. What they do know, however, is that only the bravest adventurers survive the trip.

By Lorelei Shannon

Who Do You Want To Be Today?

And just who are you in this new world? You're whoever you want to be. You can start by picking the name of your character. You get two lines for this, so that you can give yourself a descriptive



Stop by the guild hall before you venture into the volcano.

title. Will you be Rowan the Strong? Edwina the Inquisitive? Cooper the Cranky? It's up to you. Next, you can pick your race. Choose to play as a human, elf, orc, dwarf, troll, gnome, halfling, or gremlin. Each race has its strong and weak

points. For instance, a troll would make a terrific fighter, but a terrible thief. A gremlin would make a fine thief, but the poor little guy wouldn't last very long in face-to-face combat with a Reptilian Raptor. What's that, you ask? You don't even want to know. Next, pick your guild. Your guild will determine which weapons you're the best at wielding, and which spells will work the best for you. You can be a barbarian, ranger, knight, or cleric. Finally, choose your alignment. Will you devote your life to the restoration of harmony, or the perpetration of chaos? Just between you and me, I think chaos is more fun!

Only Skin Deep

Okay, you have a personality now. It's time to make a face! This is one of the really fun aspects of *Yserbius*. Choose from a whole gallery of basic faces, ranging from the beautiful to the beastly. Now you can fine-tune it with noses, snouts, clothing, hair color, eye color, veils and facial hair. Express your personality, or create your total opposite. Be somebody even your mother wouldn't recognize. What? She says you already look like a troll? We'll talk about that later, okay?



Auto mapping helps you keep track of the all-new dungeon levels.

He or She With the Best Toys Wins

Once you have yourself together, it's time to get some goodies. The first thing to do is outfit your character with weapons. Go to the guild, and see what you can afford. Remember, you can sell some of the things you already have in order to buy new things. Do you really need that Barbarian Resuscitator? It sure would buy you a nice, big shiny battleaxe. Whee!

Getting Your Boots Wet

You're ready to take on the world now. Well, you're ready to take on some lower-level monsters, anyway. Stop at the tavern for some virtual liquid courage, if you'd like, and then we'll hit the volcano. The best strategy for early play is to go into the dungeon just long enough to get some experience points and gold, then come out and buy new equipment and adjust your stats. Ah, but actually getting those points and loot is the problem...

Battle Cry!

You gain experience through combat. Yes, you've got to slug it out with obnoxious ogres, gruesome ghouls, hungry leeches, and Reptilian Raptors. Nope. I'm still not telling you what they are. You'll meet one soon enough! Combat revolves around a "turn system" based on your character's initiative, agility, and dexterity. The *Yserbius* combat engine calculates the power and swiftness of each attack in the blink of an eye. You can alternate between physical weapons and magic attacks, if you want. I know there are some monsters I wouldn't want to get within arm's length of! The outcome of the combat will depend on your abilities vs. the abilities of the creature you are battling. Your abilities will get better as you gain experience, but you've got to stay alive long enough to do that. Save your game often. You never

know when some critter is going to get hungry for some barbarian brisket. Once you've bashed a beast or two, go outside for a breather and some new weaponry. Cautious adventurers live the longest.

Barbarians Need Brains, Too

Don't think that *Yserbius* is just about hacking and slashing. There are plenty of other exciting things to encounter in the belly of the volcano. You'll meet interesting characters to talk with, and come up against challenging puzzles. Sometimes you'll have to put away your broadsword and pull out your thinking cap. As you go deeper into the dungeon, it becomes harder and harder to come out. At some point, you'll want to outfit yourself with everything you'll need, and go down for the count. Only the strong—and smart—survive! It's a really good idea to buy a Teleport pass at the Guild Hall. That way, if you get into hip-deep kimchee at some point, you can just pop out of the dungeon to safety. Later, zombie dudes!



New monsters make the boxed version of *Yserbius* very tough.

What You See is What You Get

This sounds great, you're saying, but why in the heck won't she tell me what a Reptilian Raptor is? Because you'll see one, eventually. *Yserbius* has a point-of-view window that shows you just what's going on as you explore the dungeons. If you meet a Reptilian Raptor, he'll be right there in your face. *Yserbius* has another feature that many gamers find invaluable. If (like me) you have a lousy sense of direction, you won't have to worry about it. There's an automatic mapping feature that records your explorations. No more walking in circles! No more dead ends! No more opening that door with the 47 wolves behind it more than once! Yay!

Let the Adventure Unfold...

So, brave one, are you ready to explore the volcano? Strap on your buckler, pick up your broadsword, and let's go! Oh, and you should forget about being on time for dinner. *The Shadow of Yserbius* is a challenge to the fighter, a puzzle to the thief, and an utter destroyer of timepieces. You won't mind, though. You'll be otherwise occupied. Especially if you meet a Reptilian Raptor.

Play *Yserbius* On-Line Free!

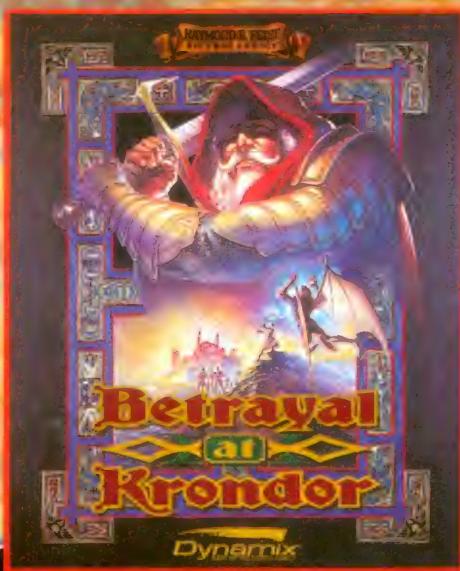
When you buy *The Shadow of Yserbius*, the boxed set, you don't just get a fantastic and fun RPG for your PC. You also get a startup kit for *The Sierra Network's* on-line version of *Yserbius*. It has all the adventure, all the action and excitement, but this time you can play with other real people! Get together with other players and form an unstoppable party...but be careful. You're dealing with real people here, and nothing's more unpredictable. That elf in the veil might decide she doesn't like the look on your snout, and try to grease you. Oh well, that's real life!

Your *Yserbius* boxed set also comes with *The Fates of Twinion*, another on-line adventure in the tradition of *Yserbius*. Featuring all-new puzzles, gorgeous new art, and tons of scary and exciting sounds, *Twinion* is destined to be a favorite epic adventure. It's true that you can't port your characters between the three games, but when you have all those choices, you don't need to. You can have a face for every occasion! If you'll excuse me, I'm feeling rather orcish this evening.



New art, animation, and locations draw you into this epic.

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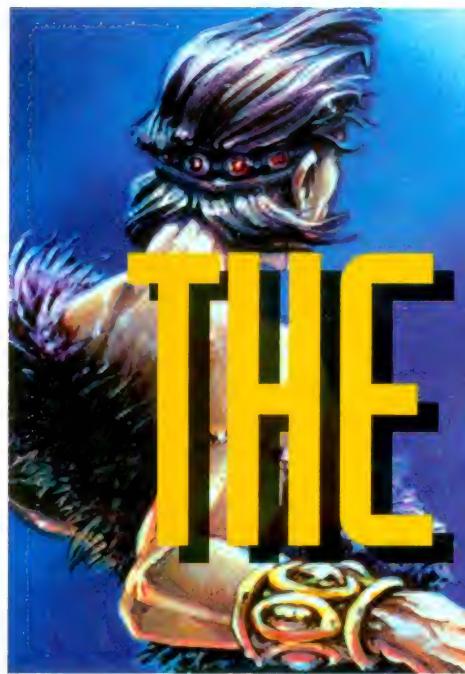
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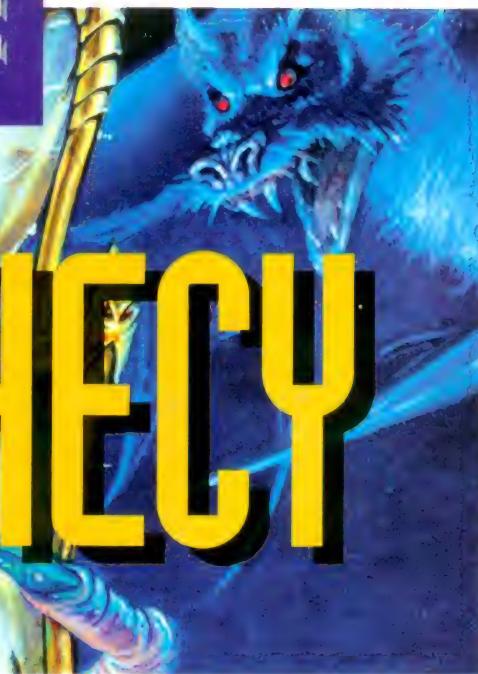
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GAME Review

THE PROPHECY



On the day of the eclipse, Kraal, an evil ancient sorcerer, will return from exile to get his revenge upon his jailer, Ohkram, by becoming ruler of the Kingdom of the Blue Rocks. Ween, Ohkram's great-grandson, must find three magic grains of sand and place them in a magical hourglass to seal Kraal's fate. Sound familiar? Like the *King's Quest* series, *Kyrandia* and every other fantasy novel, movie or game you've ever read, seen or played? Not an auspicious start, admittedly, but Coktel Vision's overwhelming graphics and sound, combined with the intricate puzzle design that made *Gobliiins* so good, have made a graphic adventure far more advanced than any comparable game—one that even overcomes the stale story line.

The box may say Sierra On-Line, but the engine is pure Coktel Vision. The most immediately noticeable improvement is that the main character appears nowhere on the screen. This means that there are none of the annoying delays as a character walks from object to object on the screen. (In fact, with the sound turned off, the animation on my 386 SX was as fast and fluid as on the office speed demon.)

Adding dimension to the game is the supporting cast. The most useless, Uki and Orbi, are two furry midgets who never seem to do anything productive. They will



"A graphic adventure far more advanced than any comparable game."

By David S. Moskowitz

gladly sing about how brilliant they are whenever you gain a grain of sand (which they subsequently lose before the game's end) and how pleased they are that people can't tell them apart. More helpful is Petrov, a spirit adviser who can translate the odd inscription and occasionally (actually, rarely) provide insight into an item's magical properties or a puzzle's



"The graphics are a delight. The animation is smooth."

solution. Finally, Ohkram has tamed a vampire bat, Urm, to do the player's bidding; but the slobbering rodent has a voracious appetite for strawberries, which are required to work his magic tricks.

Then, of course, like all Coktel puzzle games, the player is supplied with three jokers, though careful use of the save and load functions makes the supply essentially infinite—a great boon for anyone who hates the expense of buying clue books.

The graphics, as expected, are a delight. The animation is smooth, and the 3-D backgrounds surpass any other adventure, with the possible exception of *Darkseed*.

The sound effects, as always, are also excellent—especially the chomping worms—and, while the music isn't as

varied as *Inca's*, it does have the balance of percussion and subtle flutes that becomes grating only long after most soundtracks have become intolerable.

While *The Prophecy* follows a story line, it's basically a screen-by-screen puzzle blitz. At different points in the game, the path branches into two or more different puzzle sections before reconvening. Saving before choosing a path allows players to go back even after completing the game and solve more puzzles. This was an especially wise move, since stringing all of the puzzles together would have fractured an already weak story line.

The Prophecy is not the game for those who like to sit back, be told a story and watch their \$60 investment occupy four hours of time. But then, those types would need to spend so much time saving, loading and using jokers that they'd lose sight of the story anyway. Too bad. It's a great game and a great bargain.



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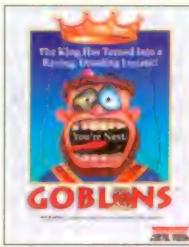


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You'll get all the inside information on the making of the game. The hints are to the point and there are maps, clues and special tips to help you. Clues are separated by character, so whether you're a Magic User, Thief, or Fighter, you'll always come through as a hero.

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The life of a goblin can be tough. This hint book has detailed clues and tips on each game episode as well as a story about the game. Plus, there's an inside story on how to save yourself from frustration by using the Access Codes. The King will thank you for helping the goblins save him from insanity and restoring peace to the kingdom.



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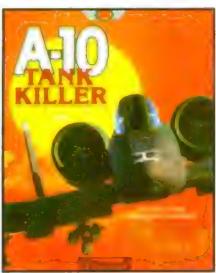
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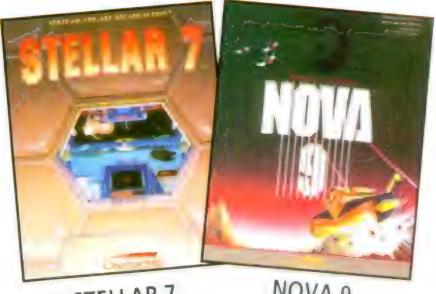
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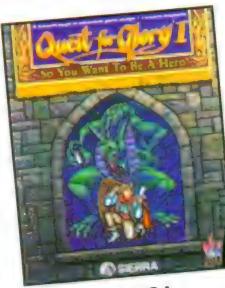
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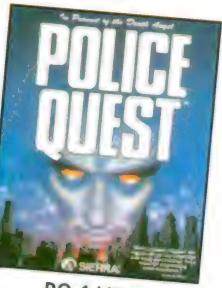
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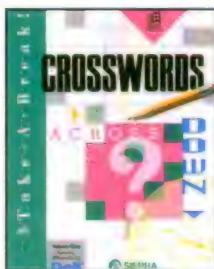
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puzzle-solving, mythical role-playing, and outer space battle simulation that will catapult its players through space and time.

Inca's advanced flight simulation technology allows players to soar through space to destroy enemy spacecraft, explore lost ruins on distant worlds, and conquer hostile star systems. The amazing video-captured animation sequences raise computer graphics technology to a new standard.

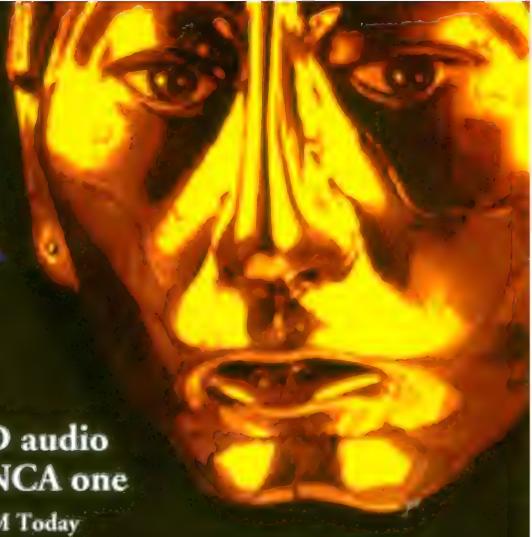
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Puzzle your way through mazes as you battle Spanish conquistadors.



Inca combines cinematic arcade action with adventure puzzles.



Unique Features

- Three different graphics technologies and Coktel Vision's celebrated first-person perspective combine to make Inca an interactive movie.
- Developed by a ten-person team over two years at a cost of \$1 million.
- Introduction narrated in the Quetchua language of Peru and supplemented with English subtitles.
- Winner of several major European gaming awards for graphics and playability.
- Something for everyone: role-playing; space battle simulation; puzzle-solving; and other adventure-game aspects.



Advanced animation and video captures bring a legend to life.

COKTEL VISION

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Coktel's New Crop of Adventures

The Prophecy, Inca, Inca 2, Gobliins 2 and Goblin 3

Stunning visual imagery and overwhelming soundtracks are a common thread in two very different and imaginative tales: The Prophecy and Inca. These European adventures incorporate new techniques such as full motion video filmed with professional actors that gives the feeling of a film, and "3D precalculated graphics" plus digitized drawings that give minute detail and extremely realistic backgrounds. In Inca and The Prophecy all of the action takes place from your point of view—rather than a character that you maneuver on the screen—which produces a strong experience of interactive film.



The Prophecy takes you on a dark and dangerous quest.

The Prophecy

Puzzles, fast-paced adventure, tricky timing, threats to your life, bumbling (but lovable) assistants, a benevolent sorcerer, a wicked wizard, and a magic bat who loves strawberries are all a part of your adventures as Ween in *The Prophecy*.

You enter the old world kingdom in the evening while a great storm rages outside your small cabin. As lightning flashes and eerie shadows flicker the door suddenly opens, a dark, ominous, hooded figure appears and speaks.

"On this day, evil omens are carried in on the storm. This could be the end of the Kingdom of the Blue Rocks!"

"Only three days remain before the moon will block out the life giving light. This Kingdom may fall to the tyranny of the evil sorcerer, KRAAL."

"*The Prophecy* proclaims that, on the day of the great eclipse, if three grains of sand are placed in the REVUSS hourglass by a brave hero, the enemy will be annihilated."

"You must complete three perilous quests and for each success you will be rewarded with a grain of sand. Your first challenge is to open the entrance to the cave where the temple stands. Then, you must vanquish the Dragon of a Hundred Faces. And finally, you must convince the guardian to open the Sanctuary."

"If you are victorious, you will obtain the three grains of sand and on the day of the Great Eclipse, you will place them in the REVUSS. Prophecy will be fulfilled and KRAAL will be vanquished."

With this prophecy your adventure in quest of three grains of sand begins.

By Nancy Smith Grimsley

Editor's Note: There is a reprint from VideoGames & Computer Entertainment on *The Prophecy* elsewhere in this issue.

Inca

You'll unravel ancient *Inca* legends and mysteries as well as pilot your starship through outer space star systems in this epic time travel adventure that combines flight simulation, arcade combat, and puzzle-solving.

Your mission is to fulfill prophecy, become the fabled El Dorado, and return the treasures of a lost Inca empire. You traverse 500 years of time. You pilot a futuristic ship and meet a Spanish galleon from centuries gone by sailing in the sky! You dogfight the galleon from your ship and board her for hand-to-hand combat with conquistadors. As you solve the puzzles you'll be steeped in ancient rituals and mystic, mythical lore.

The graphics and sound in *Inca* invariably draw comments and praise. "Stunning," "outstanding," and "jaw-dropping cinematic sequences," are a few of the comments on the video-captured graphics, while the music is described as "unique and enthralling." In the initial flight sequences the realism is so strong you'll be unconsciously reaching for a seat belt on your desk chair. These rave reviews are from the disk-based game, and now the CD version is here.

Now Available on CD-Rom

Two different CD's are available for *Inca*—the entire game is soon to be released on CD-ROM and the musical score for *Inca* is already available as a separate CD.

In Europe, where it was first released, *Inca* is winning awards and nominations including the Tilt d'Or award for best graphics and the Gen d'Or award for Best Game in Compact Disc-Interactive Format. The game was nominated for Best Animation.

The soundtrack for *Inca* is being played on radio stations all over Europe, and some new-age stations in the U.S. are also beginning to give it air time.

Inca 2

El Dorado is back and reigning over the four quarters of the Empire as the Sacred Grand Inca. Suddenly a mysterious and powerful asteroid threatens the balance



Inca 2 takes you to the four quarters of the Universe.



Inca 2 continues the award-winning graphic tradition of the original.

created many years ago by Aguirre, the Conquistador, who controlled the forces of "ancient earth." El Dorado's son and heir, Atahualpa, sets out to save the Empire from the asteroid despite the warnings and misgivings of the wisemen of the council.

Utilizing all the award-winning magnificence of video capture from *Inca* and with a new original soundtrack, *Inca 2* continues the tradition of outstanding graphics and music in this sequel. You will travel through four very different mysterious and mythical worlds with varied cultures. Each culture has powerful and distinctive characters. You'll need wisdom and skill, to say the least, as you encounter and deal with all these unique individuals.

Inca 2 will be available soon for IBM PC and CD ROM.

Gobliiins, Gobliiins 2 and Goblin 3

It's hard to know whether to describe these as brain teasing puzzles with a little adventure thrown in, or as adventures full of puzzles. It's even hard to know how to spell the names—have you noticed the multiple "i" in the first and second? The "i's" match the number of *Gobliiins*, oops, make that *Gobliiins*. However you describe them, Coktel Vision has been winning awards in Europe with these games. Since Sierra On-Line introduced them in the U.S. and Canada in the last few months, various reactions have surfaced.

"...as puzzling as a Rubik's Cube with a bad attitude" remarked *The Newark Advocate*. "Delightful in conception...fiendishly hysterical in execution" declared *VideoGames and Computer Entertainment*. One reviewer reacted by wanting to throw the game out the window, then retrieve it to play some more, then throw it back out the window, then go get it again. Another laughed her way through the game and took it home to play some more! Other descriptions: addictive, unpredictable, charming, infuriating, challenging, frustrating, entertaining, funny.

In *Gobliiins* the king of the realm has been bewitched and it's up to you to bring back the good king's sanity. Three assistants help you. Dwayne, Hooter and Bobo have different powers that you must utilize or combine. You can get

some surprising results as you use their unique powers together, and you must allow for the consequences when they get scared. There are twenty levels of puzzle action in this.

Gobliiins 2 finds the prince of the realm kidnapped, and this time Winkle and Fingus help you rescue the prince. They, too, have special and unique powers. The same action from each of them will produce different results so where one may fail abysmally the other may do something exactly right. They aren't always cooperative and sometimes even refuse an order. Leave them alone too long and they start entertaining themselves!

And *Goblin 3* is coming. This time, of course, there is one goblin named Blount. He is a journalist for the *Goblin's News* and he's on the lookout for a very special scoop! He finds it when the legend of the Jewel of the World crops up again and draws him to the faraway lands. Suddenly he finds



Goblin 3 takes you on a quest for the fabled Jewel of the World.

that he is the Hero of the story and must find the famous jewel. He has a few fellow travelers and helpers: Chump the parrot, Fulbert the snake, Wynnona the butterfly, and Ooya the wiseman. He can also transfer himself into various different shapes. More hilarious gags, humorous effects and progressive levels of difficulty are in this newest *Goblin* game from Coktel.

All this sounds somewhat easy for the series of *Gobliiins* games? No way. If you have ever been puzzled and frazzled by a Rubik's Cube, you've had a sample of the challenge and entertainment ahead of you.

For a great tussle with puzzles and a good laugh, try out these games.



Danger awaits Blount, the shape-shifting hero of *Goblin 3*.

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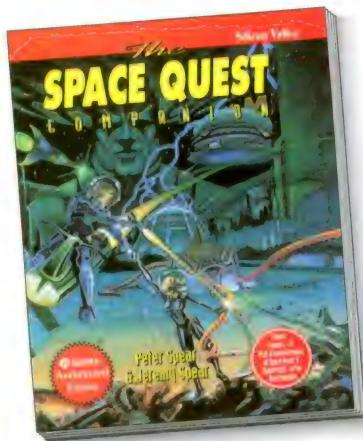
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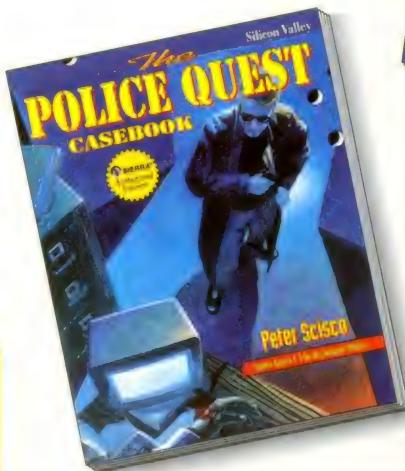
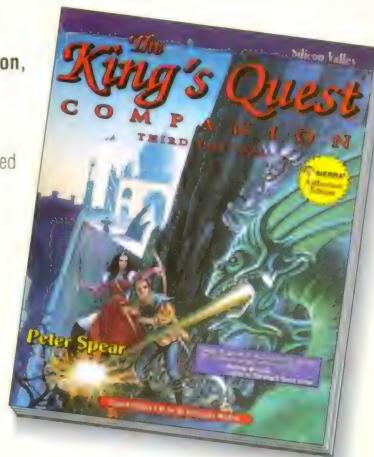
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Five Reasons You Simply Can't Live Without Quest for Glory: Shadows of Darkness

Lori and Corey Cole are feverishly finishing up the final design for the long-awaited fourth chapter in the celebrated Quest for Glory series. Meanwhile, a team of Sierra's most seasoned artists, animators, and programmers are busy building a game that is at once frightening, suspenseful, amusing, and action-packed. Here's five reasons why you just gotta get in on the mother of all quests:

1. A hot new combat system gives you action as fast and furious as today's biggest arcade games.

The fastest, most intuitive, most advanced combat mode to ever hit the series gives you more options and lets you tailor the difficulty setting, depending on just how tough you really are. As any character, you'll find the system more maneuverable and more intuitive. Unless you're casting a spell, combat is totally mouse driven and lets you click directly on a monster, not an icon menu. As a Fighter, you'll be able to gain a gnarly new weapon - a magic battle axe. As a Magic User, you'll be able to muster a massive spell against your opponent or dash off a quicker (but less deadly) spell in a pinch. As a Thief, you'll be able to execute flips and acrobatics to land devastating blows on your enemies.

The difficulty setting also lets you choose how much combat you can take. On Hard mode, combat gives you the same adrenaline-pumping challenge you'd find in your favorite arcade. Medium gives you more time to think and makes combat a strategy exercise. Easy mode virtually fights for you - how well your character fares depends on how well you've developed his skills. *Shadows of Darkness* offers serious, satisfying fight scenes for every type of gamer, from the most buffed thumb twitcher to the most fumble-fingered novice.



Combat can be as deadly as today's hottest arcade hits or an exercise in strategy.

2. A new advanced icon bar gives you more options than any other Sierra adventure.

This is a sophisticated game, and the options presented by the icon menu reflect the freedom of movement afforded expert players. Most icons bring up sub-menus that allow you to choose what specific action you want to take. When you click on a door, for instance, you'll have the choice of knocking, picking the lock, forcing the door open, etc.

The Action menu lets you choose from such activities as running, sleeping and acrobatics. The Spells menu gives you quick access to 15-20 spells (depending on how many you've mastered).

The conversation mode lets you designate what you want to do when you



A sinister setting and a sophisticated gaming system add up to an unparalleled adventure.

speak with a character. You have the choice of asking, telling, etc. Conversation trees expand as you learn more things, and character dialogue changes, depending on how many times you've met the character and what you've learned or done since the last meeting.

3. It's light-hearted humor in a veeeeery dark setting.

Imagine creeping through a cavernous castle in darkest Transylvania, only to swing open an ominous door and find... Dr. Brain! Well, it's one of his relatives, anyway, and it's also one of the many delightful gems of humor, shining in a swirling, sinister sea of horror and danger.

Lori Cole has always been famous for creating intricate, involved fantasy worlds, and Corey Cole has been equally famous for injecting bizarre puns and grueling



Characters (many of them as strange as this one) appear full screen during conversation.

groaners into the landscape to take the edge off the suspense. This game features more dark, deadly scenarios and more of Corey's celebrated (?) humor. At this point, we're not sure which will prove scarier.

4. It's three, three, three quests in one!

There are many roads through this perilous quest, and the ones you travel depend on the type of character you choose. Play it as a Fighter and triumph through strength, courage, and valor. Play it as a Magic User and conjure your way through each dark and deadly predicament. Play it as a Thief, and you'll live by your wits and cunning. Each type of character requires a new and original way of thinking to succeed.

Like its predecessors, *Shadows of Darkness* also gives you the option of importing your already honed character from a previous episode. If you've been reeeeally good, you can even start out as a Paladin. If this is your first *Quest for Glory* game, take heart. A variable skill level lets you get into the action without getting greased too quickly.

5. YOU decide what kind of quest you're on.

The quest changes depending on what kind of game you're playing. If you're out to win your way through brute strength, *Shadows of Darkness* is a real carnage fest, testing your battle skills as you go. If you're playing a strategy game, the gameplay becomes more intricate and elegant. *Shadows of Darkness* tailors itself to your playing style, letting you solve puzzles and overcome obstacles in very different ways.

Best of all, *Quest for Glory IV: Shadows of Darkness* is coming this Fall from Sierra. Watch these pages for more news on this groundbreaking new game.



By Kurt Busch



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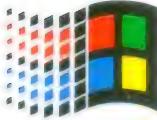
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ACES OVER EUROPE

Aces Over Europe, the most recent game in the Great War Plane Series from Dynamix, is due to be released soon. InterAction wanted the opinion of a pilot who was there, so we talked to Dick Atchison, who flew a B-17 with the 100th Bomb Group. The "Bloody Hundred" they were called, a famous group in World War II stationed in England. Fifty years later Dick recalled for us some of his own WWII experiences and previewed Aces Over Europe.

★★ Europe, 1943 ★★

Dick flew missions over Germany and occupied Europe. He was in on the Bremen raid. "We plowed a lot of ground that day, instead of the target," he recalled. "Most of the bombing was pretty accurate but there were some misses." When over France or Holland they wanted a visual of their target because they didn't want to cause collateral damage in occupied Europe. "The British flew at night and we flew by day. They thought we were crazy and we thought they were. They didn't have the Norden Bombsight, though, and we did, so we could see in the daylight. They flew at night because they didn't want to be seen."

I played hopscotch between the clouds all the way

One bombing raid was over Paris; the target was a motorworks on the bank of the Seine. "We took a direct hit on the #1 engine which blew the prop off and punctured the supercharger of the #2 engine. So we only had two engines. There

By Nancy Smithe Grimsley

was broken cloud deck down at 8000 ft. and I headed for it. At 10,000 ft. I got a third engine back because we didn't need the supercharger at that altitude. We were being chased by German chargers. I went into the clouds where they wouldn't follow. If you had damage it was a standard practice to head for the deck. It gave you an advantage over the fighter aircraft. They couldn't dive at you because they couldn't pull up that low. So I headed



Crew Commander Richard B. Atchison
100th Bomb Group

into the clouds with those German chargers behind and played hopscotch between the clouds all the way until the Polish Spitfire cover planes came along.

We loved those Polish Spitfire pilots. After Poland fell they were kept as a group in England and they were fierce, very courageous. When other units were relaxing, they were serious, always just waiting to scramble."

The Flight of Twelve-B

The date was October 10, 1943, and the crew of the TNT—which stood for Terry and Ten, named for pilot Dick Atchison's wife and the ten member crew—was preparing for their thirteenth mission with the 100th Bomb Group. But the mission wasn't called thirteen. They never used thirteen, so this flight was Twelve-B.

The sky below us was swarming with fighters

"We pulled a raid on a Sunday. Our squadron had suffered heavy damage two days before. We could only put twelve of twenty-one aircraft in the air. Another nine were to have rendezvoused with us but they never made it. It started very well, just like a Sunday afternoon drive. As we crossed the border of Holland, German fighter planes began following along underneath, and more and more kept joining. Our fighter cover was supposed to stay with us to 20 minutes before the target and pick us up 18 minutes after the target, but our high cover wasn't supposed to go below us. The sky below us was swarming with fighters, mostly Messerschmitts or Focke-Wulfs.

They shot down all nine of the others

"When we were on a mission we always tried to disguise our target. We flew to an initial point ten minutes before the target and then would turn toward the target. Right at our initial point, four bursts of flak came up and hit the lead ship. I was deputy lead and was supposed to take over if something happened to the lead. I saw the blast to his radio room and steering. If the lead is hit he is always supposed to turn away from the target. But his controls were damaged and he could only turn toward it. I knew he was trying to abort.

I held course and my two wingmen did too. All the others tried to follow the lead. We were split up. The fighters came up and started picking us off. They shot down all nine of the others.

The only thing to do was bail out

"There were just three of us left, my two wingmen and me. The safest thing for us was to try to reach the group in front of us. The best protection was with a formation, keeping it tight. We flew right over the target—it was on the closest path to the guys in front—and we dropped our bombs to get rid of the weight. Normally a bomb run speed was 150 mph, then after the bomb drop we kicked up to 160 mph. We dropped our bombs, I pushed the throttle to the firewall, and we were doing 210 mph trying to catch the group in front. My wingmen were still with me. We just needed another 500 yards when the fighters came



Dogfights in World War II often came down to a one-on-one test of skill.

up and started really picking on us. My left engine took a hit. The right engine took two hits. I couldn't hold altitude with two engines shot out. Then a fire started. The only thing to do was bail out.

It felt like I had been falling forever

"We made it a practice if we were close to Holland, Switzerland or Belgium to delay opening the chute and try to drift close. If we could make it to one of the occupied countries we had a chance to get into the underground. Our B-17 was shot down over the north end of the Ruhr Valley so we were over Germany when we bailed out at 26,000 ft. My flying clothes kept catching the wind and flipping me on to my head. We were always told not to open the chute until about 1000 ft. That's harder to do than you think. I was spinning and trying to look back because I didn't want to open my chute too early. I was trying to drift close to Belgium. It felt like I had been falling forever. I was spinning so much I couldn't tell how far I had fallen and when I pulled the ripcord I was still about 10,000 feet. A German fighter stared circling. We knew of cases where they shot pilots in the chute. He flew under me and was trying to make his prop wash spill my chute.

He pulled out a letter from his son in a prison camp in Alabama

"When I landed on the ground I was right in the middle of a home guard group,

older men with shotguns or pistols. As a standard practice we were armed with a 45 pistol in a shoulder holster. The home guard started toward me. I released the chute and reached for my pistol, but it must have been lost when I bailed out because it wasn't there. Probably just as well. I put my hands out to show I wasn't armed and an older man took charge of me. He gathered up my chute and carried it under his arm. While we were walking toward the village he pulled out a letter from his son in a prison camp in Alabama. He wanted to know if it was 'gut? gut?' Good, you know. I told him it was 'gut.'

I didn't quite realize I was an enemy in enemy hands

"Near the edge of town we met fifty to sixty villagers. One guy came up to me and tried to take my leather flying jacket. I zipped it up to make it harder. I didn't quite realize I was an enemy in enemy hands. My real predicament hadn't quite sunk in. The guy with the chute stopped him. Then here comes a guy walking with two others, a typical Hollywood version of a burgermeister with lederhosen and a Nazi arm band. He took charge of me, we went to his house, and he started trying to question me. I understood some German and some French, but I kept saying 'I don't understand, I don't understand.' It was the simplest way to go. They called in a priest who spoke Spanish and French who let me know that he had a brother in St. Paul, Minnesota. My co-pilot was brought in. I spoke to him in piglatin and told him we would talk to each other only that way. Then they brought in my engineer.

The cigarettes we used to bribe guards

"They took us to jail, then to the train, then to a main interrogation center near Frankfurt, then to Stalag Luft 3 prison camp. German soldiers had two cigarettes a day. We got Red Cross parcels with five packs of cigarettes a week. The cigarettes we used to bribe guards. There was a select committee and only that committee could make bribes. We got pens and electronic parts that way, and we built and hid clandestine radios to get outside news. At 4:00 every day the Germans gave official war news over the loudspeaker. At 4:30 the BBC war news came on. We had designated listeners, and afterwards a runner would



In Summer 1940 RAF Spitfires dueled with the Luftwaffe for control of the sky above England. make the rounds to give everybody the BBC war news. We got both versions.

I escaped from prison camp ... landed in Boston VE day

"I escaped from prison camp in February of 1945 and lived with a German family in Bavaria. After Patton broke across the Rhine, the man from the farm took several American fliers hiding in the countryside to Patton's line. I landed in Boston VE day."

In the silence that followed telling us this story, Dick added that he wouldn't talk about it for years after the war was over. When Flight Twelve-B was shot down, three were wounded and four died. The ten man crew in bombers became very close, and the loss of four members was hard. For fully twenty years even the retelling of the story that included the loss of four buddies would have been too hard to take.

★★ California, 1993 ★★

Dan Rogers, Sierra Brand Manager, showed Dick a preview version of *Aces Over Europe*. They looked at some of the aircraft of the US, RAF and Luftwaffe, as well as some of the missions, and flew one of the aircraft. After fifty years Dick's strategic instincts were still intact. I saw him responding with body English as he watched a "computer ace" maneuver on screen, and during a turn he suddenly spoke, "tighter, tighter."

Aces Over Europe is striving for as much realism as possible. Dick's reaction to the on screen aircraft was positive, "Very good, I can tell what they are." Dick had comments and anecdotes about various aircraft in *Aces Over Europe* and we are repeating them for you.

Plane Identification Training

"We had identification training all the time. As B-17 pilots we specialized our identification and knowledge to fighters. It was important to know. For example, you were more apt to get a 12 o'clock high approach from a Focke-Wulf than you would a Spitfire. The Spitfires sometimes did this but they wouldn't roll when they came down into range. And those Abbeville Kids flew Messerschmitts. If your formation had any spread to it at all, they would try to split you out. They sometimes flew between planes."



Pilots jousting in the skies over France and Germany, in the most incredible aerial war ever fought, played a major role in WWII.

★★ RAF ★★



The Spitfire with its legendary maneuverability could outturn anything in the sky.

Spitfire

"Some American pilots were flying with the British Air Force before we were in the war. Sometimes when one of them would get shot down and land, another Spitfire pilot would land if it was a field he could possibly get into, and pick up the pilot. They were single seater planes, so one guy would be sitting on the other one's lap. I had a good friend who got picked up after he had crash landed. Several of those rescues were made."

★★ USAAF ★★

P-47

"It was a very good airplane, slower than the 51 but practically indestructible. We had them as top cover when I was shot down. They had more range at that particular point in time than the P-51 did until they developed a different drop tank for the 51. We used to call it the Jug. It had terrific dive speeds. When they were doing interdiction work against troops, they were a tremendous strafing aircraft. The Germans dreaded the P-47. It had a great big engine." He chuckled before adding, "It didn't keep them from getting shot down, but the pilot *felt* secure."



The B-26 was fast and heavily armed -- a formidable adversary in the skies above France.

B-26 Marauder

"It was a killer. It had too short a wing span. It would stall with a very vicious stall in maneuvers, and it killed a lot of novice pilots. It was a fairly fast plane."

B-24 Liberator

"It wasn't as durable as the B-17. It couldn't take the combat damage that a 17

could take. It was a little bit faster. It had what was known as the Davis wing, a high proficiency wing. When the surface got damaged and the air flow was changed because of the damage it lost efficiency much faster than the B-17 wing."

P-51

"That was a great airplane. The bomb range was longer from adding wing tanks that were droppable. They didn't drop them, though, unless they got into combat and needed maneuverability. Just the fact that they were there would keep the Luftwaffe from attacking. 51s would dogfight with any plane that the Germans had and be able to hold their own or win. The initial ones had an Allison engine that wasn't too good. But when we got the Merlin Rolls Royce engine it *made* that plane. It was a better plane, it flew faster, and the engine was superb. Sometimes when you were at lower altitudes and at high operating con-



The P-51's main assets were its high top speed, its maneuverability, and its incredible range.

ditions, the liquid would get overheated and start popping off. When you would see this start coming off, you had an aircoop to take in more. Sometimes that would do the trick. But otherwise the only alternative was to get altitude where it was cooler."

"I used to instruct in them at one time at the single engine flying school at Lukefield, Arizona, after the war. Between classes one time a number of us instructors were out flying. We used to go out and do crazy things that we wouldn't let our students do, and that we shouldn't have been doing. We were at the bottom of the Grand Canyon flying right above the water. It was mid-August and hotter than hell down there. You had to really watch because you were having to make turns all the time following the canyon walls. We were playing follow the leader. Nine or ten of us were all strung out. All at once I started popping coolant and my aircoop was already wide open, so I just set it on the tail and got up to about ten or twelve thousand feet and then I was all right. You've got about two to three minutes flying time once you start popping the coolant before you lose enough to freeze your engine up."

++ Luftwaffe ++

Messerschmitt 109

"The 109 was a heck of a good airplane. It had a 30mm cannon that used to do quite a bit of damage to us. The day I was shot down my navigator received a direct hit just below his hip joint by a 30mm. The navigator and bombardier rode in the nose in front of the cockpit. I think it was from that same shell that I got a piece of flak in the back of my hand—it's still there—as I was holding the throttle. That particular pass I could see the shell starting at my wingtip, it skipped the cockpit and went on out the other way. That set us on fire, and when you're on fire you haven't got a prayer. If I hadn't been on fire I would have probably headed for the deck and tried to get home."

"We all got shot down that day, but one of us got home. Tail End Charlie. It was his third mission. About twenty minutes before we got to the target, he got damaged so he headed for the deck. His name was Rosie Rosenthal. I don't remember his real first name, we all called him Rosie. He wound up one of the top decorated airmen in bombers in Europe. He flew either two or three tours. A tour at the time I was flying was 25 missions. There weren't very many guys that completed the 25 missions. He was the only plane that got home. It was as if they had transferred our group to prison."



The Focke-Wulf was a fearsome dogfighter, heavily-armed and lined with bullet-proof steel.

Focke-Wulf 190

"That was a good airplane. It had an armor plated belly. They would come in from 12 o'clock high and dive on a formation of bombers, roll over on their back and then fire while they were on their back with that armor plated belly toward you."

Dick has many gripping stories to tell. He made the 1940s so real to me that I had to struggle back through fifty years to get to my desk in 1993. His story of escaping from the prison camp is equally interesting, but we don't have room for it here. I even cut these stories to the bare bones. Dick's last comment about *Aces Over Europe*, "I think the game's a winner. It might even force me to buy a computer."



ACES OF THE PACIFIC WAS ONLY THE BEGINNING...

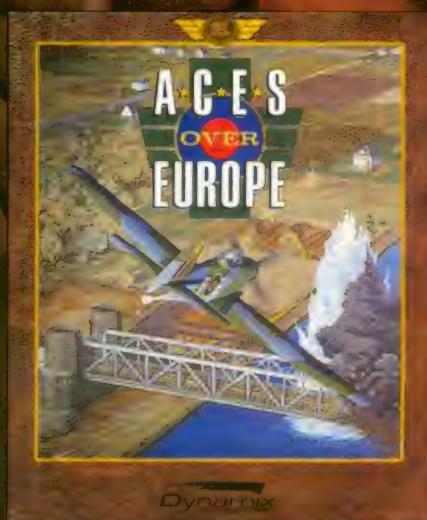
ACES OVER EUROPE



Following the award winning *Red Baron* and *Aces of the Pacific*, the best-selling Great War Planes series continues with Damon Slye's most intense and historically detailed simulation yet, *Aces over Europe*. From the beaches of Normandy to the war-torn ruins of Berlin, you'll fly with the U.S. Army Air Force, the R.A.F. and the German Luftwaffe. Patrol the front lines, target supply depots and come face-to-face against moving ground targets and fortified artillery bunkers. It's an all new battle covering land, air and sea. Strap into the aircraft that made history, and take to the skies with the valiant men who will be forever remembered as the aces over Europe.

- ★ Experience the aces of the European Theater including: Johnny Johnson, Adolf Galland, Francis Gabreski and Hub Zemke.
- ★ Over 20 meticulously modeled aircraft including the Messerschmitt 262, the Supermarine Spitfire, the Arado-234, the P-51 Mustang and the P-47 Thunderbolt.
- ★ Fly in historical campaigns such as the invasion of Normandy, D-Day and the Battle of the Bulge between June of 1944 through May 7, 1945.
- ★ All new up-close and personal air-to-ground scenarios: target V1 rocket sites and radar installations, make bombing runs near the front lines, take-out enemy bridges and strafe armored vehicles and trains.
- ★ The sharpest and smoothest 3-D graphics to date using Gouraud shading, texture mapping and a new Tall Res graphics mode.
- ★ A richly detailed 240 page manual with an historic overview, color aircraft plates, photos, maps, combat tactics and pilot profiles.

A Damon Slye SIMULATION



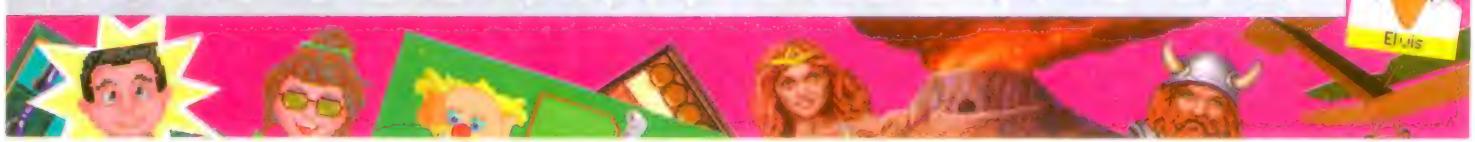
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THE SIERRA NETWORK



The Sierra Network Explodes!

New Activities & New Affiliations

For more than two years now, *InterAction Magazine* has been writing about The Sierra Network, and for at least part of that time it could be said to be guilty of serving up more sizzle than steak. From the very beginning, the network was heralded as a revolution in on-line interactive technology, and each magazine brought news that TSN was on the verge of being "the next big thing."

To the legions of Sierra's most devoted fans and those that tried TSN in its earliest days, some of these articles must have seemed a little tongue-in-cheek. While being promised the future, most early testers of The Sierra Network found that it consisted of multiplayer versions of games that you might find in a *Hoyle* product, but without the clever polish and playability. The network "blew up" with such regularity that even the most avid Bridge player grew frustrated with TSN's instability. Calling in for customer support, or even to SIGN-UP for The Sierra Network, often meant braving more busy signals and "on hold" music than an average Microsoft customer after the release of DOS 6.0. Let's not even talk about the billing problems back then. Suffice it to say, things could have been better.

But that was then and this is now. TSN has grown up. Stabilized. Learned how to handle its finances and choose its friends. The Sierra Network, once just the dream of Sierra President Ken Williams, and then the realization with more than a few kinks

By John Williams

in its wiring, has not only gotten to the point of being a viable competitor in the consumer on-line services, TSN has literally exploded!



AT&T Forms Strategic Alliance with TSN

This was just what was needed to help TSN realize its full potential. AT&T, the global communications company that operates the world's largest and most advanced long distance network. The owner of the most recognized brand name in the world. If you're a young on-line service out to compete with the big boys, this is the kind of friend you want to have.

Not only will AT&T work with TSN to develop and improve network applications and expand TSN's geographic availability, AT&T will also help TSN to develop applications for new hardware platforms like 3DO and Sega Genesis. (The Genesis doesn't have a modem you say? PCMagic—one of AT&T's other strategic alliance companies—launched one to be called "The Edge" at the June Consumer

Electronics Show). With the help of AT&T in business and technical expertise, in the ability to improve general consumer awareness of TSN, and in attracting new customers, the future looks brighter than ever for our entertainment service.

Prodigy Connects with The Sierra Network

When you have an affiliation with the world's largest global communications company, do you really need an affiliation with the nation's (and the world's) largest consumer on-line service? The folks at The Sierra Network seem to think so.

In late May, TSN and Prodigy announced a link between the two services that will allow Prodigy's 2.2 million members to access TSN through the Prodigy service. As part of the alliance, the two companies will also develop additional content for TSN that will be unique to Prodigy members. The Prodigy alliance will give TSN visibility to the entire base of Prodigy customers and help to grow the usage of the service at a tremendous rate.



PRODIGY®

TSN Forms an Alliance with NTN Communications

While TSN has worked hard to make friends in all the right places, the real question is can they deliver the goods? Will TSN continue to be a fun network with a variety of interesting activities? The recently announced alliance with The NTN Entertainment Network should go a long way towards making sure that TSN continues to deliver the goods and the good times.

Starting in September, TSN members will be able to participate, in real time (of course), in the NTN Entertainment Network's innovative programming, including more than twelve original game shows, sports and other programming. TSN members will be able to compete each night with thousands of other players that access the service through bars, hotels, restaurants and homes across the U.S. and Canada.

After each game, scores are posted that show what rank TSN players have achieved not just against each other, but also as a group against other NTN players.



The NTN Entertainment Network will offer some great games like Trivia.

With a new game every 20 minutes, it's lots of fun and constantly challenging. TSN already has a large audience of active trivia fanatics, and of course game shows have been winning contenders on television for years. This addition to TSN delivers the goods by the truckload.

Stratego to be the First On-Line Interactive Game from Hasbro

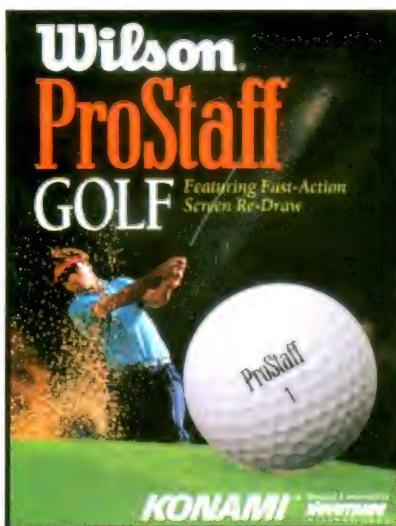
Also in development is an on-line version of *Stratego*, the classic strategy board game from Hasbro. If you haven't played this game in a while, or if you've never played *Stratego*, you're in for a treat. *Stratego* is one of those games that's easy to play but hard to master. It's a fun and challenging mix of chess, *Battleship* and other great games.

Stratego represents the first Hasbro product to be moved onto the Sierra Network, and will hopefully be followed by other Hasbro games including *Trivial Pursuit*, *Monopoly*, and other favorites.

TSN and Novotrade to Deliver Interactive Golf Game

In addition to the cerebral challenge of the NTN Entertainment Network, the

Strategic challenge of *Stratego*, TSN and Novotrade will also soon be teeing up an amazing addition in interactive sports



entertainment—TSN Golf! The new TSN golf game is based on the work of Novotrade and the innovative technology they developed for the recently released *Wilson ProStaff Golf*.

If you've ever played computer golf, you know that the major drawbacks are usually graphics and speed (slow screen updates, graphics that have you confusing tees with the flags, etc.). Also, since golf is a social game, it's hard to recreate the friendly competition and camaraderie in a single player game. *Wilson ProStaff Golf* has already been widely lauded for its fast screen updates, crisp, clean graphics and incredibly fun and fast game play. *Computer Gaming World Magazine* called it "highly enjoyable" and "one of the most interesting products at the Consumer Electronics Show." Add the interactive



Wilson ProStaff Golf offers fast screen updates, crisp, clean graphics and a incredibly fast game.

nature of TSN and the thousands of armchair golfers that you'll be able to compete with at any time, and it looks like TSN will have another big winner.

PC Magazine's John Dvorak on TSN

Readers of the industry leading publication, *PC Magazine*, no doubt recognize the name John Dvorak. His "Inside Track" column is among *PC Magazine's* most popular each issue, and



John is also a frequent writer for *MacUser Magazine*, the *San Francisco Chronicle*, and other publications. John also has published a number of books on computers and software, and recently started a weekly radio program heard coast-to-coast on Sunday mornings.

TSN members now have a "special" connection to John Dvorak, as they will now be able to talk to John on-line as he does his radio show each week. Dvorak will take and answer questions for TSN'ers as he handles phone calls from around the country. (One benefit: TSN members can interact with Dvorak even as radio listeners suffer through another commercial from TSN or other show sponsor). John Dvorak has been a strong advocate of TSN, calling it "the future of telecommunications." If you haven't picked it up already, you might also want to read *John Dvorak's Book of PC Games*.

TSN Builds as a Business

Oh, and while TSN has built these relationships and attracted new games to the service, a much more basic improvement has taken place. TSN has learned how to manage the basics. The phones are getting answered promptly. The customers are happy. People are finishing their bridge games. The system in general is stabilizing. How much? So much so that *Strategy Plus Magazine*, in the May 1993 issue, awarded TSN the Best Customer Service and Best Overall Value of all on-line services.

If you haven't tried TSN, or if you haven't tried TSN lately, give us a call now at 1-800-SIERRA1 and we'll send you a free Start-Up Kit and three free hours of on-line time to test the system. Join the revolution of interactive entertainment. Give us a call today. 

CARTOON CONTEST

WINNERS!

We invite you to enter our **InterAction Cartoon Contest** whenever you'd like. We pick a couple winners from our file for each issue of the magazine, and we'll probably continue to do so until we get tired of it.

If you win, we'll give you the Sierra software product of your choice - if you remember to put your name, address and telephone number on the back of your entry (please note your age if you're under eighteen). We'll also print your winning cartoon in InterAction.

Here are some rules:

1. Draw your cartoon in black ink on unlined, white paper (8.5"x11"). You can enter as many cartoons as you would like, but we encourage you to mail them all in a single 9"x12" envelope and save a tree.

2. We recommend you avoid using dialogue bubbles in your cartoons (they are often too hard to read). We suggest you type or neatly print captions on an index card and glue the card to the back of your cartoon.

3. We pick winning cartoons on the basis of humor, originality, and clarity. Sometimes we consider artistic skill as well, but we're not promising anything. If your cartoon isn't funny, if it isn't your own idea, or if it isn't drawn neatly, don't send it.

4. Sorry, but because we receive hundreds of cartoons every month, there's no way we can acknowledge non-winning entries. All entries become the property of Sierra On-Line.

5. Mail your entries to:

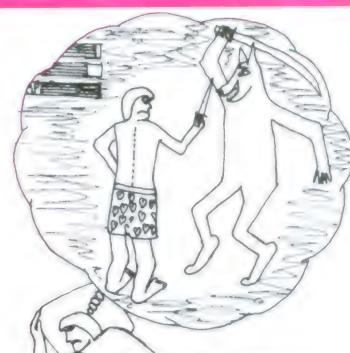
Cartoon Contest, Sierra On-Line, P.O. Box 1103, Oakhurst, CA, 93644

6. **IMPORTANT!** Please don't - repeat don't - put chain letters, game orders, Quest questions, live animals, or any other correspondence in the same envelope as your cartoon entry. You should mail all that kind of stuff separately to:

Sierra On-Line, P.O. Box 485, Coarsegold, CA, 93614

1. Alicia Wilson, Ann Arbor, Michigan, age 4
2. Stephen Rice, Florida
3. Mathew Ripplinger, Boulder City, Nevada
4. Philip Mullin, Hayward, California
5. David Archer, Cape Coral, Florida, age 12

3



A HERO'S WORST NIGHTMARE.

1



Bananas & Jack

4



2

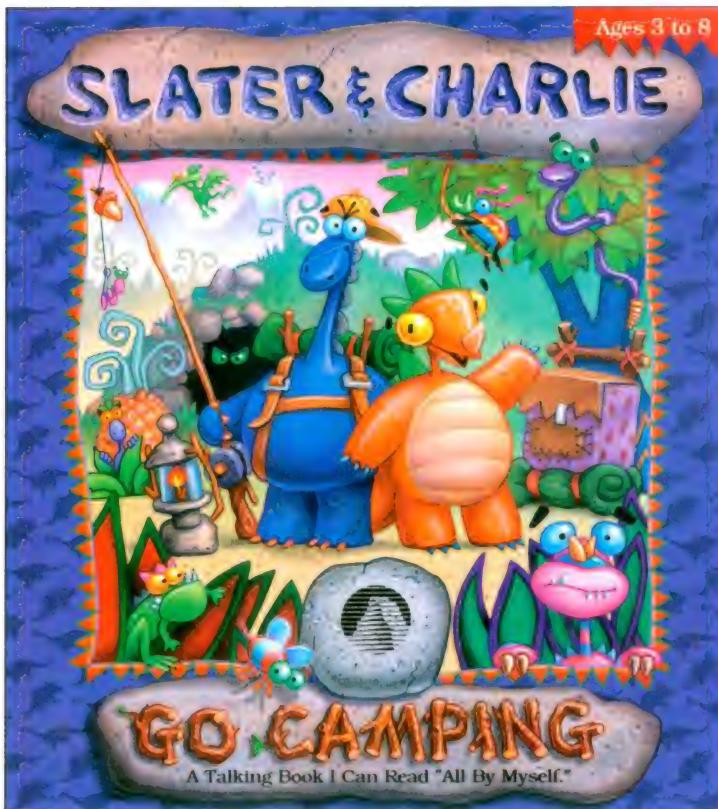


5

Before I joined TSN Hair Club for men.



Meet Two Talking Dinosaurs In An Interactive Children's Book



A talking tale children can read all by themselves.

A friendly, funny adventure children bring to life.

*Slater & Charlie Go Camping*TM is the animated story of two dinosaur pals who stumble from one muddle to another during an interactive outing. Suitable for any child who can use a computer mouse, it's a delightful way to introduce reading and computers to even very young children.

As the digitized narrator reads Slater and Charlie's comic misadventures aloud, you can "click" on individual words of text to get reading help or to create new, audible sentences of your own. You can also select objects in each scene to trigger dozens of unique animation sequences, funny gags, and surprises.

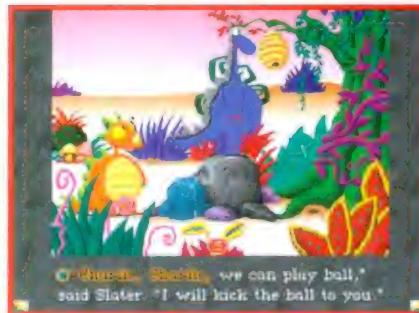
In *Slater & Charlie Go Camping*TM, Emmy-winning game designer Bill Davis has created a whimsical world just right for the new reader. It's a real treat, guaranteed to tickle your funny bone and wow kids of all ages.

Unique Features

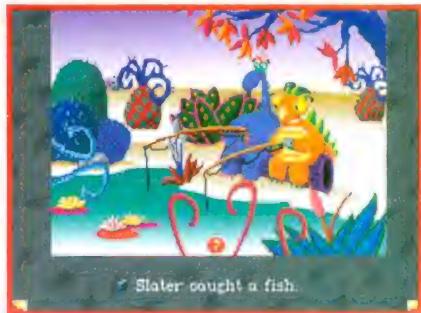
- A true talking book that doesn't require a CD ROM drive -- just a PC and sound card.
- Every screen holds delightful surprises for inquisitive young minds.
- A terrific program that even the very young can play with little or no support.
- The best first product for your child.



Delightful dinosaur characters will inspire children's natural curiosity.



Hear how much fun a computer can be with digitized sounds, voices, and music.



Computers can be intimidating, but not with Slater and Charlie around!

Available at a software retailer near you, or call:

1 (800) 757-7707



SIERRA[®]

The Discovery Zone

A special section
devoted to family fun
and learning.

IN THIS ISSUE

A.J.'s World of Discovery

Ready, Set, Read with Bananas and Jack

Yobi's Magic Spelling Tricks



Discover A.J.'s World

By Leslie Sayes Wilson

The Way of the World

You know the routine. You may have gone through the ordeal just this morning. You want the apple of your eye, the little tyke sitting before you, to eat a good breakfast. You know that a good breakfast will give your child the start he or she needs.

"Please," you plead, "breakfast is the most important meal of the day. You should try this cereal, it's delicious. There's kiwi fruit mixed up with the bran and soya. That makes it sweet!" Your child stares at you as though she'd like to know your planet of origin. She shakes the box of ChocoMallowFlakes Cereal at you and cheerfully points out that it is only 92 percent sugar.

The World of Educational Software

Unfortunately, cereal is just one of the things you and your children grapple over in the quest to reach a compromise that everyone can live with. As the parent of two bright daughters aged seven and six, I am constantly on the lookout for computer products which will give my girls the same foundation that breakfast provides: a good start. My savvy, computer-literate daughters, on the other hand, don't want the software counterpart of oat bran. They prefer the variety that's 92 percent sugar.

Trying to satisfy us all, I've been burned more times than my older daughter has said to me, "Mother, grow up." I've bought adorable animated games that were supposed to teach my children all sorts of things. Most of them turned out to be little more than short cartoons. I've also bought software that promised to be a "revolutionary learning tool." The girls played it with enthusiasm the first time, half-heartedly the second, and resentfully the third. Now no amount of browbeating will induce them to use it. By "revolutionary," the manufacturer must have meant that my kids would initiate a revolution if they were forced to endure it. After investing hundreds of dollars in children's computer software, I came to the conclusion that software that tries to satisfy both kids and parents generally satisfies no one.

A.J.'s World

Yes, my family views software products that promise to satisfy us all through jaundiced eyes. When I was asked to write this article about *A.J.'s World of Discovery*, a Bright Star product that claims to entertain while teaching four- to seven-year-olds, my first thought was a cynical, "Okay, let's find out if it has too much sugar or too much bran."

The information I read about A.J. made the product sound interesting. *A.J.'s World* is the only curriculum-based children's education software on the market with add-on Lessons that build



Your children can make just about everything in A.J.'s world wiggle, run, or laugh.

math and language skills. In A.J.'s *World of Discovery*, A.J. introduces children to his home, where they can reach three introductory activities and discover seven learning activities of three skill levels each by clicking on different objects on the screen. When the child has mastered the Environment, parents can then add on math and language Lessons (A.J.'s *World of Math* and A.J.'s *World of Language*) which are purchased separately based on the child's needs and abilities. Wow, Bright Star had a tall order to fill. Could they do it?

I fired up A.J.'s Environment with the intention of spending just a few minutes checking out the puzzles, graphics and sound. Forty-five minutes later I still hadn't gotten to look at all the different games! And the ones I had played, I actually liked! It was obvious that children could learn all sorts of things from A.J.'s *World of Discovery*. But would they? Before I could say nice things about the software, I had to know whether Bright Star had lived up to its promise of entertaining while teaching.

In order to determine whether Bright Star's claim held validity, I formed a focus group to study A.J.'s *World*. Translated from Marketing-ese, that means I picked up my kids at school and offered them two bucks each to play-test A.J.'s *World*. They solemnly accepted.

Hope, the six-year-old, went first while Heather watched and made suggestions. A.J. escorted Hope into the main room, which serves as a sort of pictorial main menu. Here she could click on any number of objects to make them giggle, wiggle, or zoom about. Other objects would take her to the activities, which she referred to as "games." After she "played" for about an hour, seven-year-old Heather took over and played for an hour with

Hope watching and making suggestions. At the end of Heather's hour, they wanted to switch again, but I convinced them that if we didn't leave I would whine for food so relentlessly that they wouldn't enjoy themselves. On the way out, they pleaded with me to get A.J.'s *World of Discovery* for them.

There are so many things to see and do in A.J.'s *World* that I won't try to list them all. I will describe the girls' favorite activities.

Hope liked Picture Maker, where she could create her own picture by placing people, animals, and objects onto various backgrounds. She could even save her work. As in most of the other activities, here there are three skill levels. On the first skill level, she matched a framed object with one in the picture. On the second and third levels, she read a word and matched it to an object in the landscape. Although she didn't realize it, she was honing her fundamental reading skills.

Heather's favorite was the sliding-tile Puzzler. When she completed a puzzle, the



With just a click of their mouse, your children create many funny faces.

characters in the picture came to life. On the first skill level, she solved three different puzzles of nine pieces each. On the second skill level, she solved three different puzzles of 12 pieces each. And on the third skill level, she solved three different puzzles of 16 pieces each. How was she to know she was building her logic and visual recognition skills?

They both enjoyed the Race Track, where they built a track and raced against each other (they can also race the computer). On the first level, they drove at a slow speed without ever skidding. On the second level, they traveled at a faster rate and wrecked when they weren't careful. On the third level, they drove recklessly fast, and skidded and crashed a lot.

My daughters thought they were only playing a racing game, but I saw an activity where they could fine-tune small motor skills and improve hand-eye coordination.

Some of the other activities involve learning the concept of time, playing music, typing, and drawing. Most have three skill levels, and each seemed like play to my children.

A World of Friendly Features

A.J. is friendly and supportive, and the animated icons are logical to children. Your kids will need little or no supervision, and you can feel good that they're having a positive experience that makes them not only computer-competent but also computer-confident. Bright Star has added a remarkable feature: Evaluation Tables, so that you can look at the games your children have attempted or completed and examine the different skills they've mastered. In this way you can monitor your children's progress as they advance through the add-on Lessons.

A.J.'s colors are vivid and the graphics are fun, and there's full sound card support with a digitized stereo soundtrack and sound effects. Most amazing of all is Bright Star's full money-back guarantee that your child will not only love A.J.'s *World of Discovery*, but that he or she will also learn from it to your satisfaction.

An Expandable World

After your child has mastered the Environment, you'll want to add on new math and language Lessons. It's so easy with A.J.'s *World*. In fact, Bright Star is offering a special price on the Environment with the purchase of one or more of the add-on Lessons. Use the coupon at the bottom of the page.

My daughters will be surprised to learn that I intend to expand their world by getting them A.J.'s *World of Discovery*, but it makes perfect sense to me. How could I pass up a computer product that's both delicious and nutritious? 

System Requirements

286 or faster CPU with 550K of RAM

6 megs hard disk space

Mouse

Supports standard sound cards

256-color VGA graphics

Available direct from Sierra!

Get the A.J.'s *World of Discovery* for only \$19.95 (a \$49.95 value) when you buy one or more Lessons at \$19.95 each.

Call Sierra Sales at **1-800-326-6654** (7am-7pm P.T. M-F) and mention Offer Number 397 or mail this coupon, postmarked no later than October 31, 1993.

Please send me the A.J.'s *World of Discovery* and the Lessons I have checked. I have enclosed \$_____ to cover the games, tax, shipping and handling.

<input type="checkbox"/> A.J.'s <i>World of Discovery</i>	\$19.95
<input type="checkbox"/> Math, Ages 4-5	\$19.95
<input type="checkbox"/> Language, Ages 4-5	\$19.95
<input type="checkbox"/> Math, Ages 6-7	\$19.95
<input type="checkbox"/> Language, Ages 6-7	\$19.95

Sales Tax: CA 7.75%, TX 6.25%, MA 5%. (Canadian customers are responsible for GST taxes & handling fees. Do not include with payment to Sierra.)
Shipping: U.S.: \$4 for Environment, \$2 each additional lesson.
Canada: \$5 for Environment, \$2 each additional lesson.

Name _____

Address _____

City _____ State _____ Zip _____

Check/Money Order (payable in U.S. funds to Sierra On-Line, Inc.)

Charge to: VISA MC AM EX Discover

Account No: _____

Exp Date: _____

Authorized Signature: _____

Day Phone (needed for credit card purchases): _____

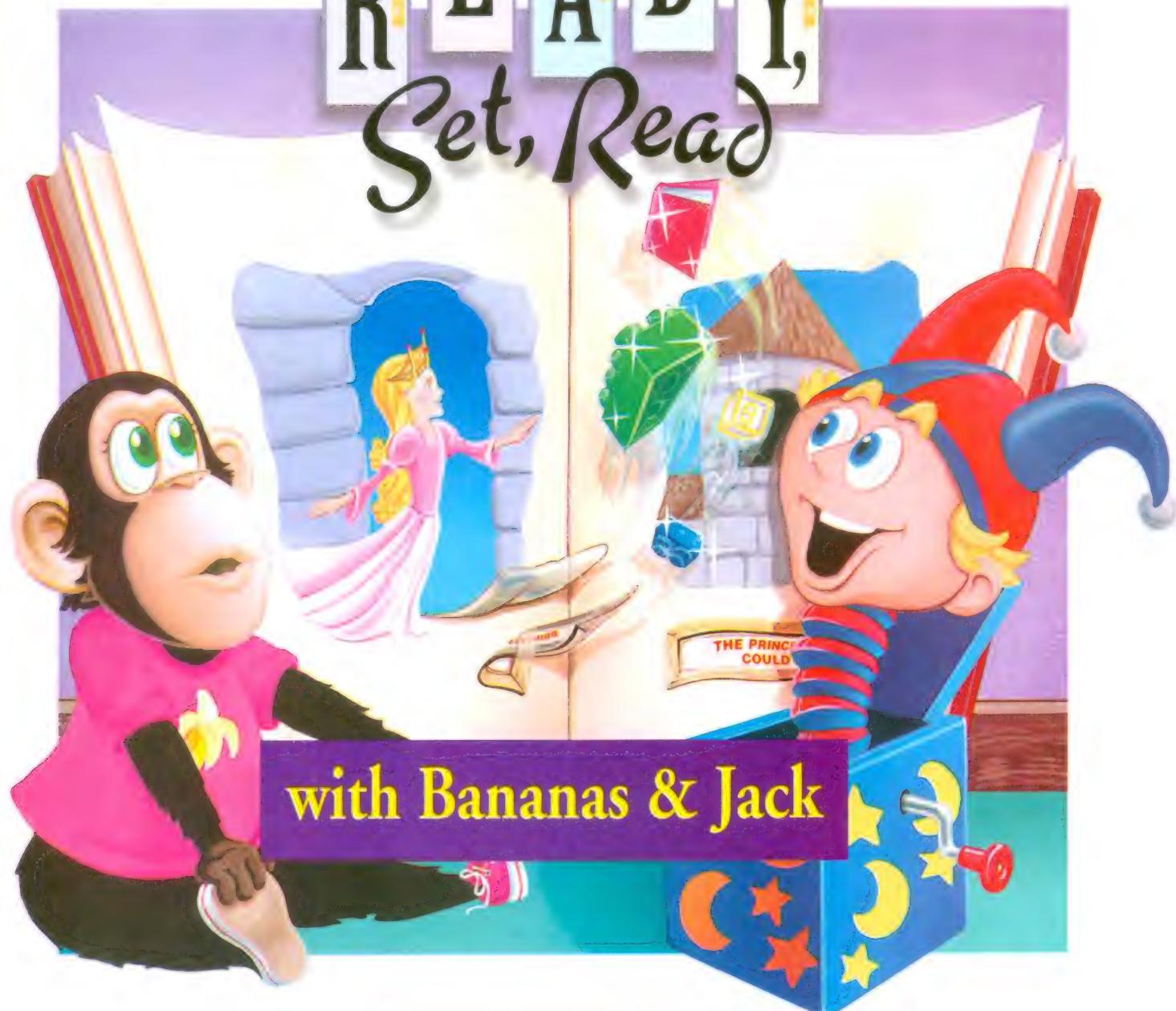
Mail To: P.O. Box 978, Oakhurst, CA 93644-0978

By Fax: In the US 1-209-683-4297.

Offer expires October 31, 1993, Offer Number 397

Not valid with any other coupon offer. Offer restricted to U.S. and Canada

READY, Set, Read'



Bananas and Jack are back. The talking toys from *Alphabet Blocks* are now teaching early reading skills for ages 4 to 7. Bananas, the cheerful chimpanzee, and Jack, the jolly jack-in-the-box, are animated talking coaches who guide your child through six different entertaining reading lessons.

Even the youngest age group can easily learn to play independently with Bananas and Jack using the mouse. Clicking on the doorknob opens the door and starts one of the games, or clicking on the lightswitch turns off the light and returns the child to the foyer where another game can be selected. To quit the game itself,

By Nancy Smithe Grimsley

the child clicks on a familiar red, six-sided STOP sign.

For children experienced in modern TV programs with an entertaining, educational emphasis, this game is like having their very own version of a favorite show.

Bananas and Jack talk to your child from the opening scene, and one or the other is the personal friend and coach during each of the six games. Digitized voices offer clear and patient encourage-

ment. From the first "Hi," and "Hello," your child will become used to hearing, "Wow," "Way to go," "Terrific," "Nice going," or "You got it," as your child makes correct responses to questions.

"Let's Read a Story"

Jack greets you in the Storybook Room. "Stories are filled with words," he says, as the illustrated book opens on the screen. Jack reads the words, then invites your child to rebuild the sentence by replacing several missing words in the empty spots in the sentence. By dragging a word from the bottom of the screen into the storybook, your child selects a placement.



Children put a beautiful fairy tale book together with Jack.

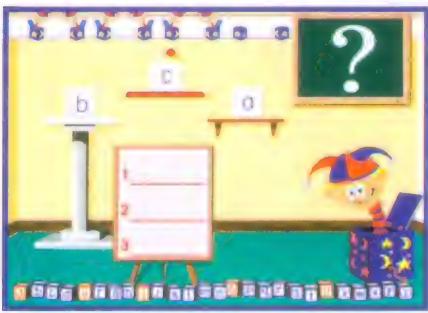
Correct words snap into place, and incorrect choices pop back to the bottom of the screen. Jack will obligingly reread the words as often as the child clicks on him. When the words are correctly replaced, Jack rejoices with encouraging words — “You got it!” — and a colorful bouncing ball or flying saucer zips into the scene and follows a lively path across the screen.

Each scene has no more than three or four words out of place, so even the beginning reader, who has not yet learned to read, can experience success by trial and error.

“Let’s Rhyme Words”

Bananas welcomes you to the Word Tiles Room and explains, “Words rhyme if they end in the same sound.” Bananas carefully pronounces each of six words as they float onto the screen and settle into place. Then a seventh word floats into place on one of two word tile easels. If “book” is the seventh word, Bananas will say, “That’s the word ‘book’. Bring me the word that sounds like ‘book’.” Your child then uses the mouse to drag one of the six words down to the other word tile easel. If an incorrect choice is made, Bananas will explain, “That’s the word ‘nine’. Bring me the word that sounds like ‘book’.” When the correct word is selected by the child, Bananas responds with praise such as “Fantastic,” and one of the little animated balls or space ships appears.

If a child waits too long before selecting a matching word, the six choices are reduced to three. Bananas again prompts the child to “Bring me the word that sounds like book.” Further delay on the child’s part, and the correct choice is the only one displayed. “That’s it. Bring it to me,” says Bananas. In this way your child is not left alone without help or encouragement, even before learning to recognize rhymes.



Alphabetizing is just one of the skills your child will learn.

“Let’s Build Some Words”

Bananas explains, “Words are made from sounds.” Three puzzle pieces appear with beginning sounds and one puzzle piece appears with an ending sound. For example, *hide*, *ride* and *bride* would be broken down into: *h*, *r*, *br* and *ide*. Bananas will ask, “Can you make the word ‘hide’?” Once again, the correct match snaps into place. The incorrect match floats back, and Bananas says, “That’s the word ‘ride’.” Your child can click on any of the separate pieces to hear Bananas repeat the sounds. When your child hesitates the choices are reduced to two, then to the correct answer.

“Let’s Play with the Order of the Alphabet”

Jack is in the ABC room waiting. “The dictionary lists words in order,” is his first statement. Three letters come into the room as Jack tells your child each name, and then he asks your child to put them into order on the easel. Again, the child drags the letter with the mouse. In this room the child cannot put the letter



Bananas teaches your children phonics by pronouncing sounds carefully.

lingering and the correct choice is the only block left. “That’s the one. Click on it.”

“Let’s Play with Words”

“Some words we know by sight,” is Jack’s greeting in the Stacking Blocks Room. Eight blocks with words appear one by one as Jack pronounces each word. He asks your child to identify one of the words. Wait too long and he will reduce the number of choices to four. When an incorrect word is selected he tells your child which word was selected, puts it into a sentence on the board, and asks again for the correct word. A sample selection of words is: *they*, *we*, *who*, *with*, *some*, *she*, *is*, and *from*.

Standard Features

In each of these playrooms the game is completed when your child has eight correct answers. Children can keep track of their score by watching the top of the screen. Each room has a scorekeeping device such as eight yellow bananas peeling one by one or eight jack-in-the-box toys popping open. All the games have animated bouncing balls or flying saucers that alter course randomly when the child clicks the mouse, digitized voices, and a very appealing musical soundtrack.

Parents Have Choices, Too

Parents, you can customize the program to prevent children from exiting into an area of the computer’s hard disk where your child might try “playing” with your files! You can also turn off the music, though not the voices.



System Requirements:

Color Macintosh

System 6.07 or higher

4 megabytes memory

9.5 megabytes free disk space

(14 mb required to install)

8 bit color monitor

MS-DOS

386SX or better

Hard disk

SVGA color monitor and card

Windows 3.1

Sound card compatible with Windows 3.1

4 megabytes memory

9.5 megabytes free disk space

(11 mb required to install)



Yobi's Magic Spelling Tricks

Learning becomes an adventure in *Yobi's Magic Spelling Tricks*. Children have an entertaining mission to accomplish, and along the way Yobi teaches them how to spell the 101 words most commonly misspelled by students between the ages of 7 and 10. This new educational game from Bright Star is available for both IBM and Macintosh.

Yobi is a benevolent old wiseman who has a problem and needs help. The Mighty Spelling River in the heart of Africa is flooding and threatening tribes, plants, and

By Nancy Smithe Grimsley

animals so the local people have turned to Yobi. To discover the cause of the flood, it's necessary to paddle a raft upstream for 100 miles. Since Yobi is too old, you must do it for him, but he is there to guide you along the way.

Progress through maze puzzles

You progress up the river on your raft by spelling words properly. Does this sound like an entertaining challenge? Just wait until you start playing. Your raft

stops and lets you get off at each one of a great variety of maze puzzles. Each maze has jumbled letters surrounded by obstacles like rivers, wild animals, mud slides, hot coals, boulders, and a derelict all-terrain vehicle, to name only a few. Yobi announces the word to spell as the raft arrives. You must gather the letters in the correct order, figuring out the proper way to do it. Remember that old story about the missionary and the cannibals and one canoe? The same principal applies here—figuring out the best tactic, how to work your way through the maze, and how to use the tools you gather is fascinating.



Yobi asks you to spell words and helps you with problems.

You'll need to lead animals out of the way, but lead an animal just a little too far and you've cut off your route. A false step, either by walking in front of an arrow or picking up a letter in the wrong order draws a chuckle and a "Let's try that one again," from Yobi. If the wrong letter was chosen he will tell you what the better choice was. "Back to the raft," says Yobi when the puzzle is successfully completed, and you're off to the next stop.

The puzzles are not merely a repetition of problems solved in the prior puzzle. The device that lets you pass in front of an animal in one puzzle may not work in the next. I found myself getting addicted to these puzzles as I was previewing the game (and I'm considerably further along than the target age group!). "Just one more," I would say to myself. I also found the solutions to be challenging and not obvious. You don't really realize you are learning spelling, the correct spelling is just another piece of the puzzle that must be done in the correct order.

Yobi, your personal spelling coach

Yobi is a talking coach, a common feature in learning programs from Bright Star. If you are not familiar with the talking coach you should take the name literally. Yobi's comments and instructions are audible rather than in balloons. In fact, as you enjoy this adventure you will not be able to turn the sound off, though you can use earphones. The sound is a crucial part of this game. To the accompaniment of drums, digitized music, and jungle noises, Yobi talks to the individual explorers. He helps them with spelling, plus gives them hints on what the obstacles are and how to



You must pass a gauntlet of spelling exercises to move up the river.

overcome them in each maze. You will learn to listen carefully because it is important to understand what Yobi says. You will also learn to watch carefully, because observing the animals and other parts of the screen is necessary to decide how to tackle each maze.

Between each maze puzzle, there is a segment on the Spelling River. Yobi asks you to spell several words, increasing in difficulty. Yobi is a patient coach. For each misspelling he just gives gentle correction by showing you how to spell the word and then giving you another word to spell at once. Each properly spelled word moves you a little farther up the river and closer to the next maze.

Young children can progress independently with Yobi's help

Children can be independent once they understand the basics. Wali, the young native that you move on the screen, will respond either to the mouse or the arrow keys. Items are collected by walking over them, and they are used by pressing the spacebar. Yobi will make comments about items when you click on them. Comments such as: "When you feed a zebra it won't leave your



Yobi is a patient instructor who guides you on your trip.

Unlimited explorers can journey with Yobi

Any number of children (or parents, or even grandparents) can journey up the river. Yobi automatically saves your progress for you. When you are ready to do more adventuring, Yobi restores your game. There is a map you can view to see how far upriver you have progressed. Each stopping point is a different word. You can replay any particular puzzle you want by selecting that portion of your journey on the map. During the journey upriver there are hundreds of words to encounter.

"What could be the cause of the flooding?"

Yobi visits with you as you paddle up the river. "You are on a journey to stop the flooding. What could be the cause?" By the time you reach the end of the river, you can see what is causing the flooding and you know what to do about it. I wish I knew what is at the end of the river, although I wouldn't spoil your fun by telling you. However, I haven't yet had time to go all the way upriver to find out. I've finished a dozen of the puzzles, but according to the map I've got a long way to go to find the reason for the flooding.

This game, with such a variety of maze puzzles, will give you and your children many hours of pleasure before the final puzzle is revealed.

Yobi's Magic Spelling Tricks is available for both IBM and Macintosh computers.



Yobi takes you to puzzling places where you have to put words together.

side." "Push boulders to block danger." "It will take planning to pass the dart monster." "Bridges are useful for crossing the river." "Feed the apple to animals if you need their help." Yobi pronounces the word that you must spell, and it appears at the bottom of the screen in a sentence. He will offer Magic Spells, a special spelling memory trick (called a mnemonic).

Yobi also makes philosophical comments as you progress up the river. In his gentle voice he tells you, "Spelling defies the uncertainty of life, for there can always be found the right answer." Another of his comments is, "To spell a word correctly is to honor its meaning." Personally I was impressed with this positive reinforcement for children. Throughout all of my own life, several bits of philosophy that were in the children's records of my youth have remained with me. My brother and I can still quote favorite bits to each other.

System Requirements:

Color Macintosh

System 6.07 or higher
4 megabytes memory
10 megabytes free disk space
(15 required to install)

MS-DOS

386SX or better
SVGA color monitor and card
Windows 3.1
Sound card compatible with Windows 3.1
4 megabytes memory
10 megabytes free disk space
(15 required to install)

Nine secrets
you wanted
to know
about the
popular

Quest for Glory

Series



By Pat Bridgeman

Here are the answers, absolutely free, to your nine most frequently asked hint questions. If you'd like more hints, you can get them five other ways.

First, you can write down your hint questions and mail them to our hint department. Address your envelopes to: Sierra Hint Dept., P.O. Box 200, Coarsegold, CA 93614. Second, you can call our 900 hint line (if you're 18 or older). It costs 75 cents for your first minute and 75 cents for each additional minute. The number is (900) 370-5583. Third, you can FAX your hint questions. Our FAX number is (209) 683-3633. (We normally answer your FAX hint questions within 48 hours.) Fourth, you can call our BBS at (209) 683-4463. Finally, you can pick up one of our hint books — a complete reference including hints, points list, and maps — for just \$9.95.

Quest for Glory I: So You Want to be a Hero



The monsters in Quest for Glory I not only look tough but can give one heck of a fight.

1. Are you unable to find or enter the secret passage to the Brigand's Fortress?

If you have rescued the Baronet and received your reward, you'll find a second note in the Tavern (look under the bar stool). Read it and you'll learn about a secret meeting at the archery range just outside town. When you go there at noon, you can spy on Brutus and Bruno. You can also get a key from Brutus.

You'll find the Brigand's secret entrance in the cliff-side near the Antwerp. When you go there, search the rocks for the keyhole, then use Brutus' key. Before entering the cave, say the secret word HIDDEN GOSEKE.



Answers to several of your questions are to be found in the Tavern.



You must use your abilities to deal effectively with the Kobold.

2. Are you wondering what to do in the Kobold's cave?

Look at the Kobold. Study him. He sure is ugly, isn't he? You'll see a key hanging around his neck. You'll have to take this key from him, but first save your game. (If the Kobold keeps waking up or killing you, you'll have to come back later when you're more skillful.) To get the key:



Play the game three times. Choose a different character each time for three times the fun.

As a Fighter, you can use your sword to kill the Kobold. As a Thief, sneak in at night and steal the key. (Use sneak on the Action Bar.) As a Magic User, you can cast the Flame Dart spell on the Kobold to fight and cast the zap spell on your knife to kill.

After the Kobold's demise, pick up the key from the rock on the right-hand side of the cave. When you have it, search the cave and you'll find an invisible chest! As a fighter, you can use your sword to open the chest. As a Thief, you can use your lock pick to open the chest. As a Magic User, stand back, then you can cast the open spell to open the chest.

3. You can't get past the Baron's surly guards or inside his castle?

Yes, you can. You'll have to do a small favor for the Baron. To get inside, you must free his son from a nasty spell. You'll learn more about this in the Kobold's cave.



This is the Baron's castle, and when he is present he occupies his throne.

Quest for Glory II: Trial by Fire

4. Are you having problems capturing the Air Elemental?

You need two things: a pot of soil and a bellows. You can get a pot of soil from Lasham at the plaza fountain. You'll find a bellows in the weapons shop. As a Fighter, you can win it by arm wrestling. As a Thief, you can steal it. (At night, use your magic rope to climb into the weapons shop.) As a Magic User, you can get it by casting a levitate spell.

Once you have the pot of soil, you'll need to put it into the center of the Air Elemental. As a Fighter, you can thrust yourself into the Air Elemental, then drop the soil. As a Thief, you can climb above the Air Elemental using the magic rope, then drop the soil. As a Magic User, you can levitate above the Air Elemental, then drop the soil. When you've dropped the soil into the Air Elemental, capture it in your bellows.



Your pot of soil must be correctly placed here before you can capture the air elemental.

5. You can't walk through the wind room of the Forbidden City?

Remember the room where you jumped across a waterfall? You'll have to go there to stop the flow of wind. As a Fighter, you can "use strength" to knock down rocks and block the hole. As a Thief, you can "look at rocks" and "use thief's tools". As a Magic User, you can cast the force bolt spell. Now you can walk through the wind room.

Quest for Glory III



Start a new game or import your character from a save game to continue the quest.



In the Giant Tree you'll find the Guardian, who has lots of important information.

6. You don't know where to find the Gem of the Guardian?

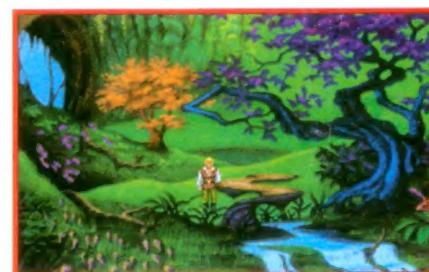
In the jungle, you'll need to find and climb the Giant Tree. When you're about halfway up, you'll find an opening. Go through the opening and ask the Guardian about the Gem.



The caged Leopardman in Simbani Village plays a big part in your future.

7. Are you unsure how to deal with the caged Leopardman in the Simbani Village?

Help her by using the dispel potion on her. She'll transform from her leopard shape into a human being. Ask her for the location of the Leopardman village. You can also go to the Laibon's hut and talk to him about her. He'll make you an offer: she can be your bride for a price. Accept his offer. You can buy the items at the bazaar in Tarna. While you're there, you'll also need to pick up three gifts for your new bride: a String of Beads, a Wooden Leopard, and a Fine Dagger. When you return to the Simbani Village, give her the gifts while the guard is present, then attempt to release her. If she escapes, don't worry. You'll have a chance to meet with her later.



You've found the Giant Tree in the jungle, don't just look at it, climb it!

8. Are you looking for the Gift from the Heart of the World?

In the jungle, you'll need to find and climb the Giant Tree. When you're about halfway up, you'll find an opening. Go

through the opening and ask the Guardian about the Gift.



Before you encounter the Demon Wizard, you must introduce yourself to this character.

9. You can't figure out how to defeat the Demon Wizard at the end of the game?

As a Fighter or Paladin, you'll need to first fight the Gargoyle. When the Gargoyle turns to stone, knock it over to form a bridge to the Demon Wizard. Throw your Spear of Death at the Demon Wizard. (If you're a Paladin, throw your Magic Sword at the Demon Wizard.)



The Gargoyle blocks your path to the Demon Wizard.

As a Thief, you'll use the Hand cursor on the pillar beside you. To cross the chasm, you can use your rope and grapple on the nearest pillar across the chasm. When the Demon Wizard casts a spell at that pillar, use your rope and grapple on top of the pillar to the left. Walk across the rope to the other pillar. (If the Demon Wizard sets the rope on fire, jump over the flame.) Finally, use the rope and grapple on the Demon Wizard. Be sure to return the Spear of Death to the Simbani.

As a Magic User, cast your Reversal spell then Summon Staff spell. When the Demon Wizard has your staff, cast the Trigger spell. Finally, cast a force bolt at the Orb.

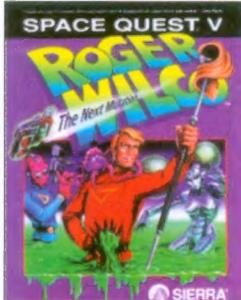


If fighting with swords and sweat isn't your thing, try playing as the Magic User.

TOP TEN GAMES

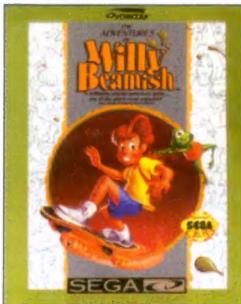
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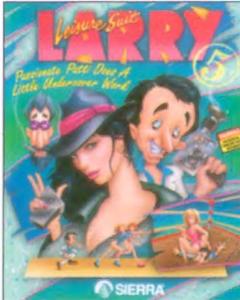
1. Space Quest V: Roger Wilco in the Next Mutation

In this hilarious new adventure, you'll join Roger Wilco, the universe's favorite janitor, as he commands his own starship, complete with an intergalactic gang of misfit shipmates. After you help Roger cheat on, er, pass his test at the StarCon Space Academy, he gets to command his own starship. Well, it's really just a beat-up garbage scow, but he still gets to command it. Then you must help Roger save the universe from the mutant menace, thwart his nemesis Captain Quirk, and woo the woman of his dreams or he'll be gone—Gone with the Trash.



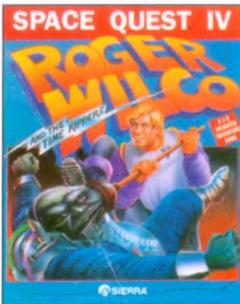
2. The Adventures of Willy Beamish

The terminally cute, seriously warped world of Willy Beamish is now Sierra's best-selling Sega CD and also available on CD-ROM. You'll experience what it's like to be a kid again as you face neurotic yuppie parents, teachers pushed over the edge, and a plot to blow the city's sewer system sky high. You'll also meet a ghostly grandfather back from the grave, deal with the babysitter from hell, and play with a pet jumping frog on steroids. Willy Beamish is chaotic, juvenile, and definitely deranged.



6. Leisure Suit Larry 5: Passionate Patti Does a Little Undercover Work

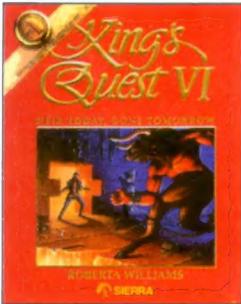
Passionate Patti is a secret agent working undercover for the FBI. Larry is working a low-level job for the sleazy show, America's Sexiest Home Videos. Help Larry and Patti take on organized crime, the FBI, and the music industry in a spicy serving of sex, thugs, and rock and roll. Suggested for adults.



7. Space Quest IV:

Roger Wilco and the Time Rippers

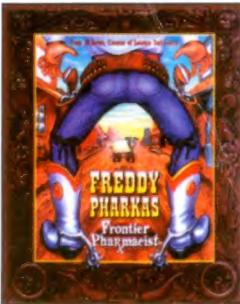
This fourth chapter of the award-winning *Space Quest* series is now available on CD-ROM. When you play *SQIV* on CD-ROM, you'll see why *Computer Gaming World* calls it "the perfect multimedia game, it not only talks, it coos, belches, vomits, throbs, threatens, shrieks, and, twice, almost curses." With futuristic color graphics, the most realistic animation you've ever seen in an adventure game, and an excellent cast of voices, such as narrator Gary Owens (of *Laugh-In* and *Gong Show* fame), you'll be more entertained than you thought was possible on a computer.



3. King's Quest VI:

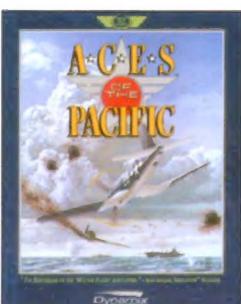
Heir Today, Gone Tomorrow

In *Heir Today, Gone Tomorrow*, you'll enter an enchanted world that has thrilled millions of people all over the world. Join Prince Alexander on his search for a princess in peril as you explore the largest, richest, and most challenging chapter of the best-selling series in the history of computer gaming. Nearly half of the possible events are optional! *King's Quest VI* is a mysterious and magical adventure for your entire family.



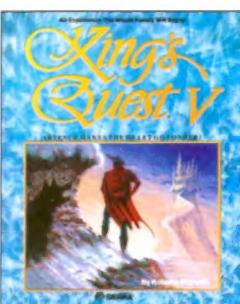
8. Freddy Pharkas, Frontier Pharmacist

Freddy Pharkas is a bonanza of fast-paced action, bizarre humor, and the toughest puzzles ever created in a Sierra adventure game. In this hilarious spoof of the Western genre, you'll meet such colorful characters as: Madame Ovary, the town's social director; Wheaton "Aces" Hall, a slick riverboat gambler; and Sini, your faithful Indian sidekick. They're just a few of the funny folks who make *Freddy Pharkas* a rib-tickling romp through the Old West. Get ready to smile when you play this, pardner!



4. Aces of the Pacific

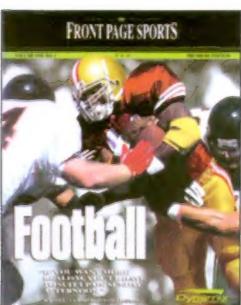
According to *Simulation!* Magazine, the award-winning *Aces of the Pacific* is "the benchmark of the '90s for flight simulators." You'll step back into history as you take up the helm of historic war machines of W.W.II. You'll fly against enemy fighters and aces, intercept bombers, and dive-bomb enemy carriers. Whether you choose to fly for America or Japan, you'll feel your heart race as you turn your enemy into spectacular mid-air explosions or clouds of smoke. Strap on your goggles...the Zeros are coming in at 12 o'clock high!



9. King's Quest V:

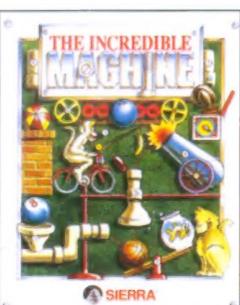
Absence Makes the Heart Go Yonder!

Take part in the greatest adventure in the history of Daventry as you embark with King Graham on the most thrilling and perilous adventure of his career — the quest for the missing Royal Family of Daventry. You'll face dangers in a dark forest, scale steep mountains, and trek across a scorching desert. With a rich, complex story, highly developed characters, and beautiful, detailed graphics, *King's Quest V* will enchant you. Also available in multimedia CD-ROM.



5. Front Page Sports: Football

Bob Golic, L.A. Raiders defensive lineman said this about *Front Page Sports: Football*, "If you want more realism, you'll have to suit up on Sunday afternoon." With over 200 stock plays, 300 stat categories, and a 47-man roster, there's no other football game like it. You can play as quarterback, coach, or general manager. Design your own plays, perfect them on the practice field, and view their instant replays from a floating camera you control. Play one-player, two-player, or against the computer. *Front Page Sports: Football* will give you the thrill of the real thing.



10. The Incredible Machine

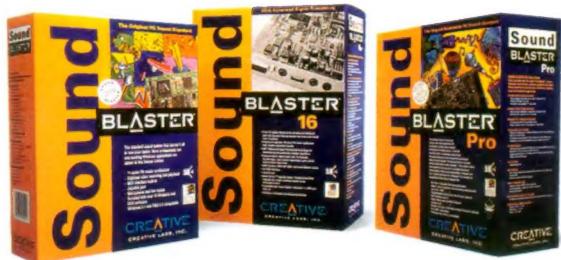
When you play *The Incredible Machine*, you'll discover the inventor inside you. Create over 85 electronic thing-a-mabobs using tools such as pulleys, bowling balls, and little hamster wheels. If you enjoy creating your own challenges, you can even play in a free-form mode that lets you do things like alter the force of gravity and increase atmospheric pressure. *The Incredible Machine* is new and slightly demented fun for your inventive and creative mind.

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—Peter Spear, QuestBusters



ROBERTA WILLIAMS'

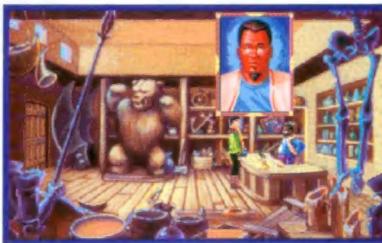
King's Quest VI

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